No 1! BIGGEST AND BEST

The best-sell [illegible] alaxy

JANUARY 1993
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28

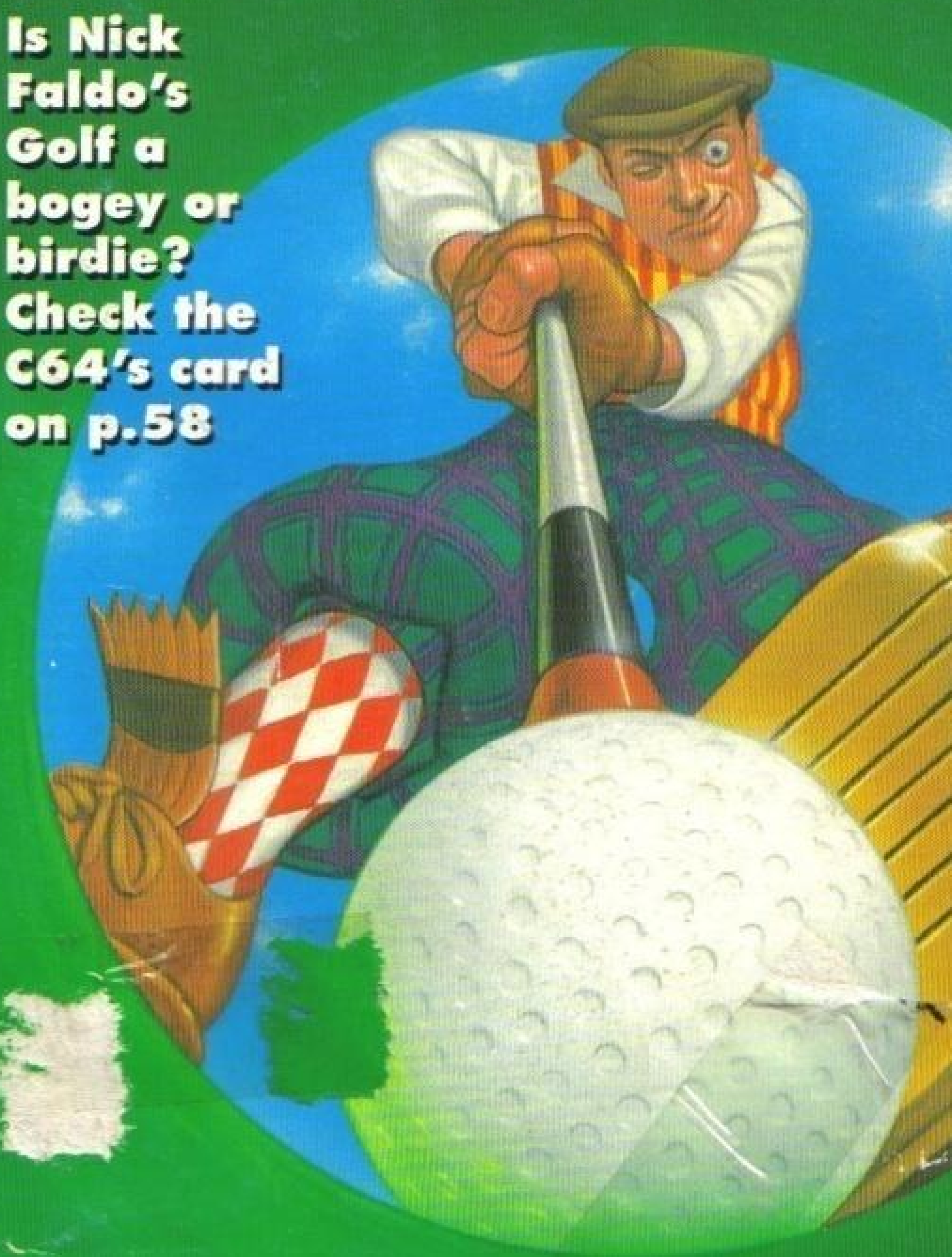
GOT A 64? ★ THEN GET THIS

Commodore FORMAT

LOOKY HERE
Three smart demos and two full games!

BOGEY ON DOWN!

Is Nick Faldo's Golf a bogey or birdie? Check the C64's card on p.58

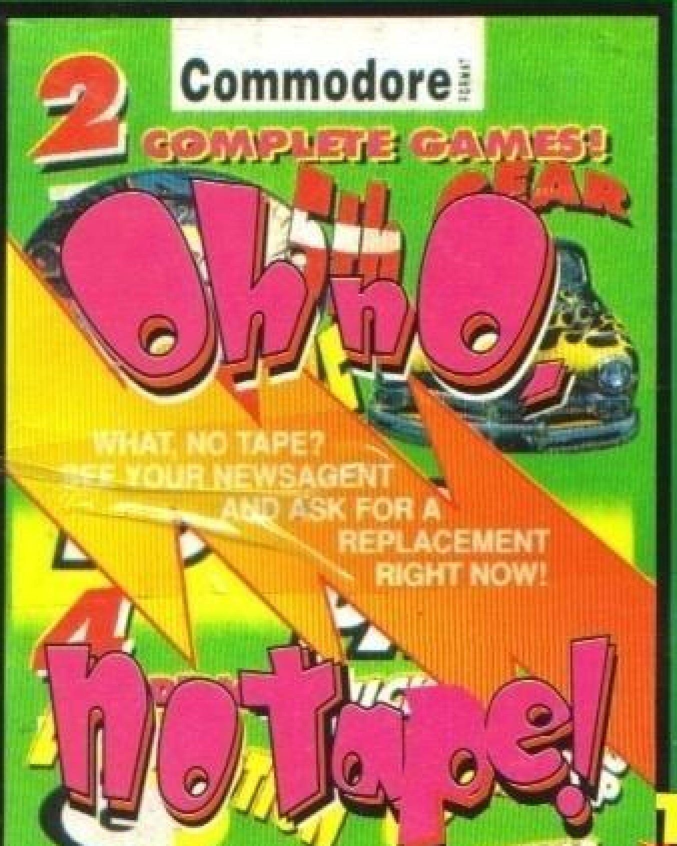


POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- **RAMPART** Second forts?
- **COOL WORLD** Hooray for Holly!
- **PAINT AND CREATE** Funky school too!
- **BUNDLEMANIA** Compilations crazy
- **TONS OF BUDGET**

PLUS LOADS MORE...


Commodore FORMAT
2 COMPLETE GAMES!
Oh no,
WHAT, NO TAPE? SEE YOUR NEWSAGENT AND ASK FOR A REPLACEMENT RIGHT NOW!
no tape!
CHRISTMAS DEMO
RECKLESS RUFUS
Grandslam Video ● Alternative ● Kingsoft ● Prism Le

Tape to disk
[illegible]LD!!
[illegible]-disk
[illegible]ffer on p.7!

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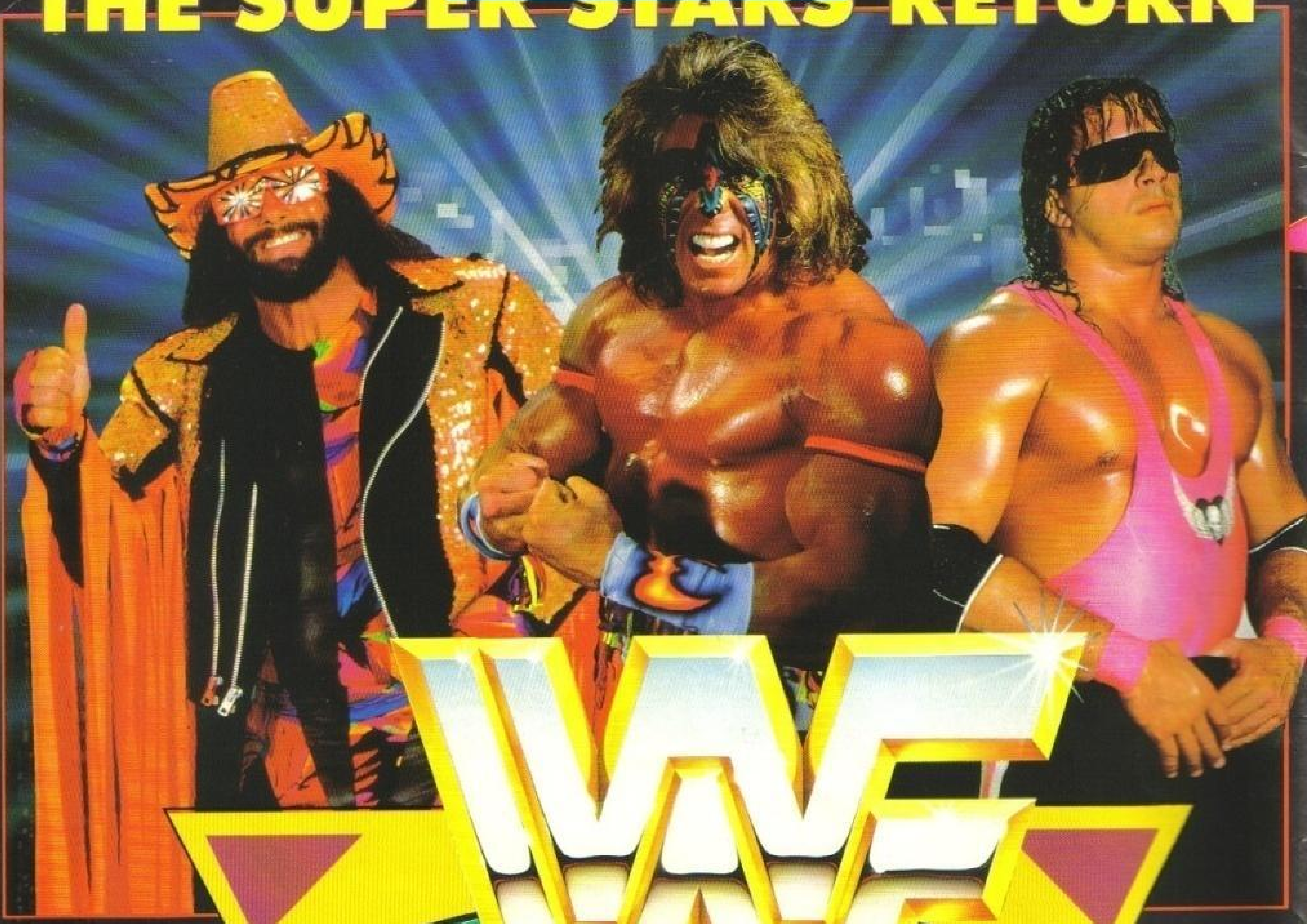
THE SUPER STARS RETURN



WWF

EUROPEAN RAMPAGE TOUR

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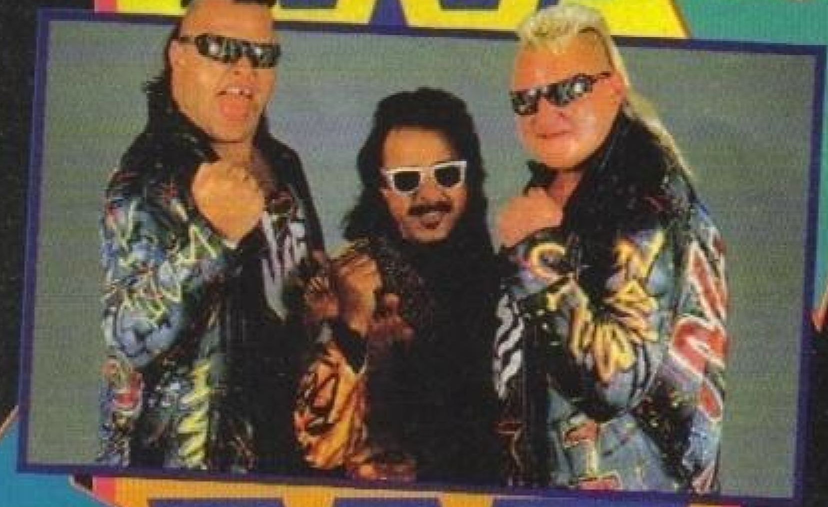
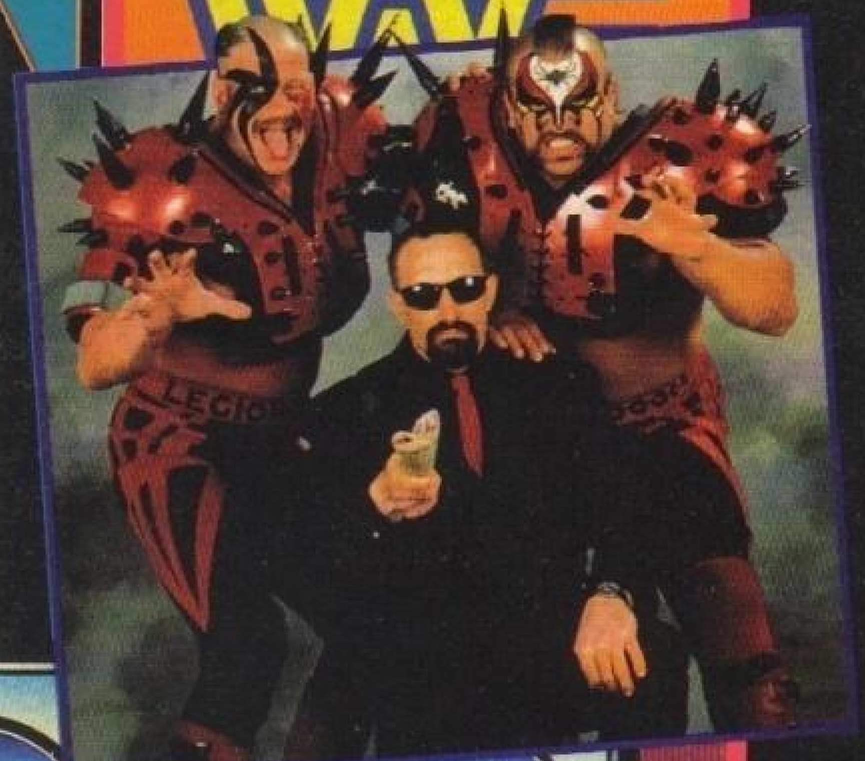
NOW FIGHT LIKE YOU MEAN IT

Once again, the WWF* Superstars unite for the Grand European Rampage* Tour. Join your favourites, **Hulk Hogan****, **Ultimate Warrior** and many more, as they travel across Europe to square off in the ring against tag teams like **Natural Disasters** and the **NastyBoys**. Follow them to the Grand Finale Match at Madison Square Garden in New York City. Test your strength and skill. Work with your team-mate to achieve the ultimate goal - the



EUROPEAN RAMPAGE* TAG TEAM TITLE



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GAMES

33 INTERNATIONAL TENNIS
ZEPPELIN
33 GRAEME SOUNESS INTERNATIONAL SOCCER
ZEPPELIN
34 COOL WORLD
OCEAN
42 SUPERFIGHTER
OCEAN
42 DREAM TEAM
OCEAN
42 GRANDSLAM COLLECTION
GRANDSLAM
58 NICK FALDO'S CHAMPIONSHIP GOLF
GRANDSLAM
62 RAMPART
DOMARK
64 PAINT AND CREATE
EUROPRESS

CF SPECIAL

36 DIZZY ON TRIAL
Superstar or bad egg? *Dizzy* gets the legal treatment from the *CF* jury when the world's most prolific computer character is pulled before 12 angry men. Is he guilty or has he been sold down the river? The verdict's delivered on p.36.

54 LET'S MAKE A MONSTER
Will 1993 be the year of *Mayhem in Monsterland*? *Creatures* creators Apex hope so! To see the next stage in the development of a mastergame load up p.54.

42 BUNDLES OF FUN 2
Christmas means compilations! But are all the latest bundles brilliant bargs? *CF* checks out three very different multi-game packs and finds one Corker, one croaker and one curiosity. Check out p.42.

30 FACE TO FACE
Want to know the what makes a computer mag tick? We certainly did, so we took YOUR questions to Future's top Publisher, Greg Ingham. He reveals the secrets behind the Britain's best-selling games mags, and we creep a bit (*or a lot if you want, Sir? – Ed*) on p.30.

REGULARS

6 POWERPACK PAGES
We've got the tape, taped!
10 PREVIEWS
The big new games comin' at ya'!
15 GAMES INTRO
The magnificent seven (plus one).
17 GAMEBUSTERS
The complete cheat sheet!
39 INSIDE INFO
The finest techie tips in the world.
44 LETTERS
TMB in reality shocker!
49 BUDGET GAMES
What the Dickens?
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The January sale plus CF by GPO, OK?
65 CHARTS
The Game-tabulous top 80!

Only eight years to the end of the centu

POWER

MAY THE FORMAT BE WITH YOU

Cor blimey guv', strike a light! It only seems like yesterday that I wandered into Future Towers to find that my desk had been moved to hallowed grounds of *CF*. And yet it was a year ago this month that I took the helm of the magazine they're already calling *Commodore Format*! Yup, 1992's been a top year!

Luckily, 1993 looks like being an equally spiffy year! There are hordes of games that have just missed the Christmas rush, all of them eager to get out there and funk their spritey stuff on your screen – and we'll review them first! We've got masses of full games and demos to cram on to the Power Pack; the best techie tips and advice; heaps of games busted and beaten; plus the very best specials and features all crammed into the greatest Commodore mag in the world.

And we kick off the year in fine style with a wagon-load of reviews, an outrageous *Dizzy* special, technicolour tips on improving your graphics from the Apex Boyz, The Mighty Brain striking back at unbelievers, a reformed Roger Frames, a blisteringly full Inside Info section and more extras than a Sierra LX/ GTO V6 Ghia (in other words, a lot).

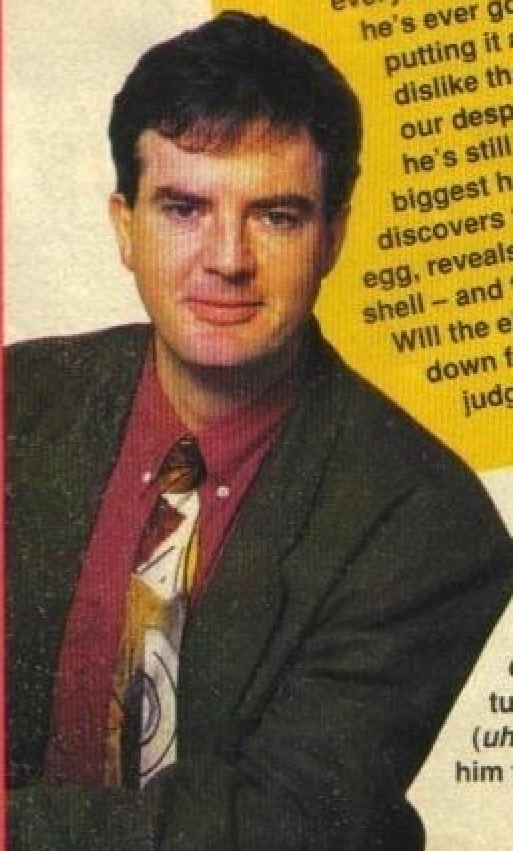
Cheers.

54 LET'S MAKE A MONSTER

They're back! The fabulous flying Rowland Boyz and their incredible performing code! Armed only with a keyboard and their imagination, they will attempt to tame the fantastic *Mayhem in Monsterland* without the aid of a safety net! Or, alternatively, Apex Productions tell us how work is going on their new game on p.54.

36 DIZZY ON TRIAL

CF hates *Dizzy*, everything that he stands for, everything he's ever done and everything he's ever going to do (well, that's putting it a bit strongly, it's more dislike than hate) but despite our desperate smear campaign he's still one of gaming's biggest heroes! The *CF* inquiry discovers the story behind the egg, reveals the yolk behind the shell – and then puts him on trial! Will the elliptical one get sent down for a 20-year stretch? The judgement begins on p.36.

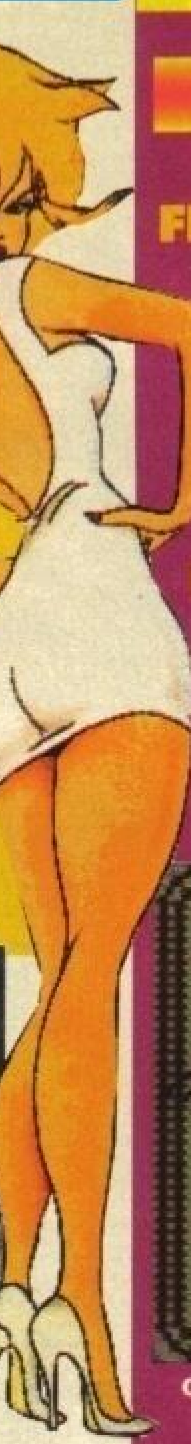


30 FACE TO FACE

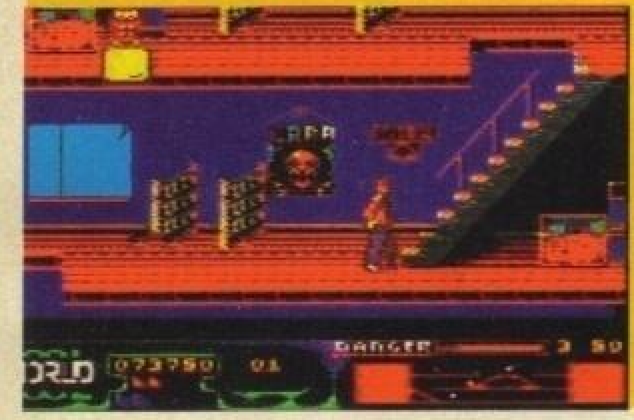
Once again the fearless *CF* crew confront one of the computer industry's big wigs. This month it's the turn of *Commodore Format*'s publishing director Greg Ingham. We turn the lights on his face and the screws on his thumbs... (*uh, that's our boss you fool! – Ed*) ...ah, in that case we'll ask him the questions YOU sent in! The inquisition starts on p.30.

y! Better see what's been...

TESTED



34 COOL WORLD



OCEAN

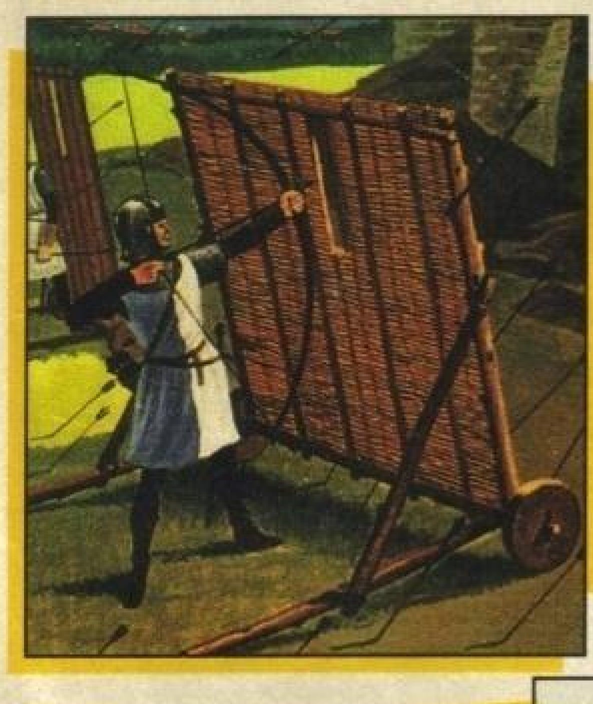
Nice animation, shame about the plot! These criticisms forced *Cool World* the movie to go straight to video in the UK, so there seemed little hope for the C64 conversion. But, amazingly, Ocean have *Hudson Hawked* it once again! Toon into p.34 to see what Holly Would do!

58 NICK FALDO'S CHAMPION GOLF

It's a Corker!

GRANDSLAM VIDEO

Lucky swines! They visit beautiful courses, earn horrendous amounts of cash and get treated as celebs. Well, *Nicky* can't promise you glamour, riches and travel but it can deliver some of the hottest golfing action ever seen on C64! Can it beat *Leaderboard*? You bet! Play a round with Mr *Faldo*. The tee's on p.58 – a fairway through the mag!

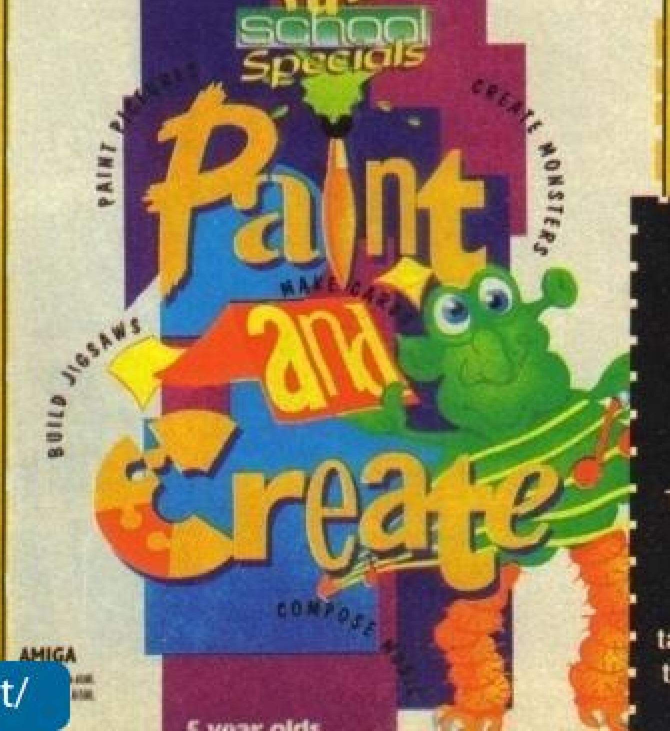


62 RAMPART

DOMARK

In days of old when knights were bold, they blew each other apart with large pieces of field artillery – apparently! Domark dump historical accuracy in the dungeons and get stuck into this curious arcade conversion of the Tengen wall-'em-up. It's tactical, it's tough and it's got smart little boats that you can sink! Get your castle conquering trousers on and stomp over to p.62 and siege what we think.

64 FUN SCHOOL SPECIAL: PAINT AND CREATE



EUROPRESS

More educational than a life-time subscription to *New Scientist* and more fun than forcing Roger to actually buy something! So pay attention, and [illegible] textbooks on p.64.

POWER PACK 28

FIRST STRIKE

Prism Leisure

FULL GAME

Top-flight, dog-fight action. Take an F-16 into combat against air and land targets in this stunning arcade/simulation hybrid. Scramble!

● Instructions on p.8.

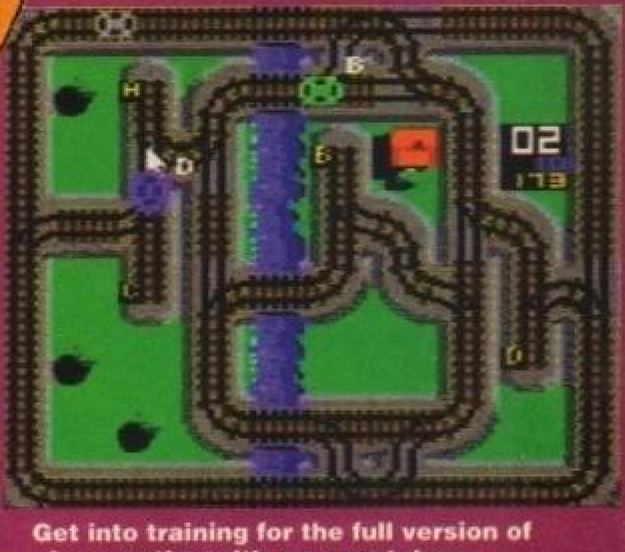
FIFTH GEAR

Prism Leisure

FULL GAME

Overhead racing with a brutal edge. Drive over narrow bridges, miss walls by inches and go quite fast on the non-bendy bits! Hit it!

● Instructions on p.8.



Get into training for the full version of *Locomotion* with our great demo.

LOCOMOTION

Kingsoft

DEMO

CF are glad to announce that the latest puzzler from coders Kingsoft will be departing as soon as you hit RUN/STOP and SHIFT. All aboard – as they say!

● Instructions on p.7.

RECKLESS RUFUS

Alternative

DEMO

Tile-leaping, switch-throwing, baddie-shooting, green-glob controlling, toughly-tough, maze-like puzzler action with RR Esq.

● Instructions on p.6.

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam Video

DEMO

Can it really be as good as our review makes out? Check the demo to see if Clur knows what she's talking about. (Hint – She does!)

● Instructions on p.7.

CHRISTMAS DEMO

X-Plosive PD

Jolly, snowy Chrimbo tree stuff, specially written for those last few festive moments.

● Instructions on p.8

28

tape to disk

Got a drive? Then get a disk! For the full details of our mega-spiffola tape-to-disk offer turn to page p

QUICK START

DEMOS

RECKLESS RUFUS

Collect all the diamonds on the screen by building blocks to reach them.
Joystick port 2

- Up – Roll and fire up.
- Down – Move and fire down.
- Left – Move and fire left.
- Right – Move and fire right.
- Fire – Shoot your trusty laser gun.

LOCOMOTION

Get the trains to the correct stations by controlling the points.
Joystick port 2

- Up – Moves the cursor up.
- Down – Cursor down.
- Left – Cursor left.
- Right – Cursor right.
- Fire – Toggle between point positions.

NICK FALDO'S CHAMPIONSHIP GOLF

Get the ball in the hole. Simple.
Joystick port 2

- Up – Goes to the menu bar and scrolls through options.
- Down – Scrolls through menu options and goes back to full screen.
- Left – Scrolls through menu options and on the full screen aims shot.
- Right – Scrolls through menu options and on the full screen aims shot.
- Fire – Selects menu options and controls speed and accuracy of the shot.

FULL GAMES

FIRST STRIKE

Complete the missions and destroy as many enemy vehicles as you can.
Joystick in port 2

- Up – Nose down.
- Down – Nose up.
- Left – Bank left, select weapon on stores screen.
- Right – Bank right, deselect weapon.
- Fire – Blast 'em out of the sky.
- Space – Move through weapons.

FIFTH GEAR

Steer the car and blast the other cars.
Joystick port 2

- Up – Forward.
- Down – Reverse.
- Left – Steer left.
- Right – Steer right.

All these games and demos are loaded using

POWER PACK 28

Planes, trains and automobiles... and those funny little golf trolley things... and a green blob. Yes, it can only be the CF28 Power Pack (unless you know any better, in which case, please don't write to tell us...)

RECKLESS RUFUS

DEMO

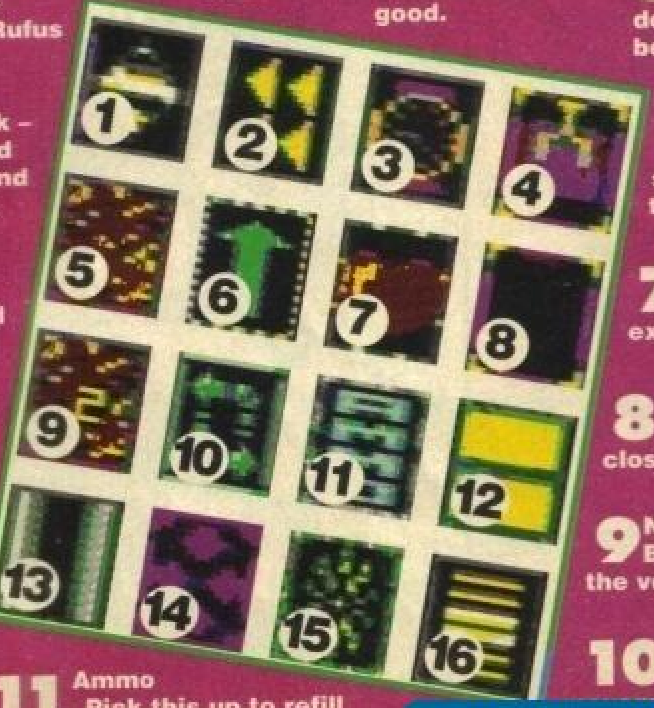
Alternative Software
Joystick port 2

You just can't escape that googly-eyed blob of mucus can you? A 78 per cent review in last month's *CF* and now he's on the Power Pack in five brain-teasing levels put together especially for you by the guys at Alternative. The first thing to do before you start to roll Rufus around with the joystick is to take a good look at the screen and identify the blocks on it – our panel below should help.

What you have to do is collect the diamonds, without getting zapped by the nasties, rolling off a block into the vast nothingness, being swallowed by voracious automatic doors or getting frazzled by electric blocks. The numbered blocks are rather special: land on one of them and you can build your own blocks, but only as many as indicated on the numbered block.

The standard brown blocks and the blocks with numbers on them are the only safe places to stand while you chew the and decide where to go next. But be wary 'cos some nasty tiles are disguised as standard blocks – they only show their true selves if Rufus rolls on to them.

You have only one weapon to defend yourself against the roaming aliens; a laser gun with a limited number of shots. Kill the enemies that zoom around the screen with a hit on the fire button while pointing the joystick in the direction you want to shoot. You have to be quick with the laser, because as soon as you touch a baddie you die – you get no second chance in this game (well, you do actually because you've got three lives, but that doesn't sound as melodramatic). The aliens do move in regular patterns so work out who's going where and you're half way to, um, the next level.



1 Gems – Collect all the gems on the screen to complete that level.

2 Slip – Hit this block and you won't be able to stop until you hit something else.

3 Clock – This will cause the main game timer to speed up for a while. Not good.

4 Switch – This will toggle the switchable holes on and off.

5 Standard Block – This one doesn't do much, but it could be a nasty in disguise!

6 Warp – This will warp you two spaces in the direction of the arrow.

7 Heart – Collect three and get an extra life for Rufus.

8 Switch Hole – Toggled open and closed by the switch (4).

9 Numbered Block – Build a bridge across the void from here.

10 Reverser – Roll on to this one and your

11 Ammo – Pick this up to refill your laser gun with shots.

12 Hyperspace – Come in twos. Jump into one and you're warped to the other.

13 Trekky Doors – Hit an open one and you're dead.

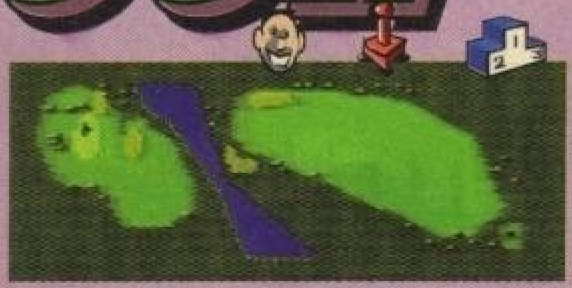
14 Sticky Block – It'll stick you to the spot for a mo.

15 Invisi-block – Hit this and you'll disappear and have invincibility.

16 Electric Block – Touch this when it's on and Rufus will be no more.

the 'Hold down SHIFT and RUN/STOP' method.

NICK FALDO'S CHAMPIONSHIP GOLF DEMO



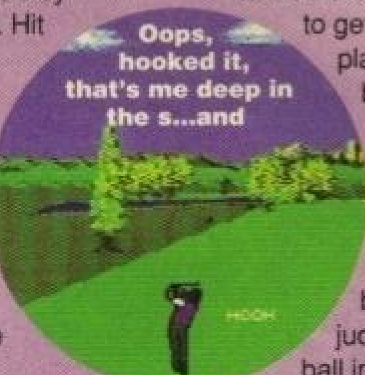
Looks a peice of cake, doesn't it? You wait till you're stuck in a bunker.

Grandslam, Joystick port 2

Nick Faldo's is a golf game with a difference or two. For one thing, there's no waiting around in *Nick Faldo's* for screen updates that could have been done quicker if you'd whipped out *Saracen Paint* and drawn the course yourself. This game is quick.

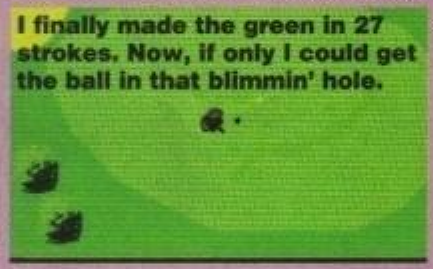
There's also a smart option screen which you access by pushing up on the joystick. Besides the usual choice of club and power that you get with most golf sims, *Nick Faldo's* requires you to take into account virtually every factor you would have to in real golf, including such things as being able to alter your stance. To set each element of a particular shot, cycle through the options with your joystick, select the one you want to change with fire, then alter the value by moving your joystick left and right. Hit fire again to confirm the change then move the cursor down off the bottom of the menu bar to go back to the main screen.

To play the stroke first of all aim the direction of your shot with left and right on the joystick (the white cursor shows the direction of the shot). When you're satisfied with the set-up, hit fire. Across the top of the screen will appear a power bar that will move quickly from left to right. The bar has two ranges on it – if you're quick enough to jab fire within the first range you'll get an extra 10 per cent power boost. Next try to hit fire twice in the second range; if you hit fire too early you'll hook the ball; too late and you'll slice it.



Oops, hooked it, that's me deep in the s...and

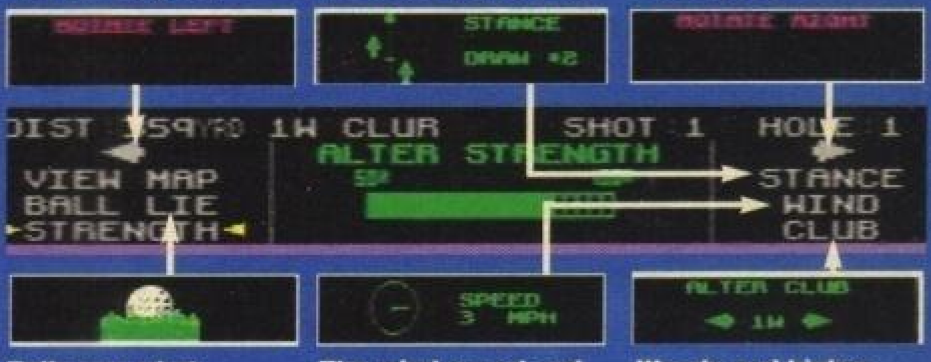
Once on the green, push up on the 'stick to view the high and low points. Jab down to get back to the full screen. Hit fire to play the shot, but this time hold the button down. Again, a power bar will come up, but this time it's a bit different. If the bar reaches the far right then that's a 100 per cent whack. So if you need less strength let go of the fire button earlier and if you've judged it right you'll get the darned ball into that teeny hole in the ground.



I finally made the green in 27 strokes. Now, if only I could get the ball in that blimmin' hole.

OLD SWINGERS' CLUB

Confused by the menu bar? Pull the joystick up to get to it, scroll around the options and hit fire to select the one you want to alter.



Rotate the view of the fairway left.

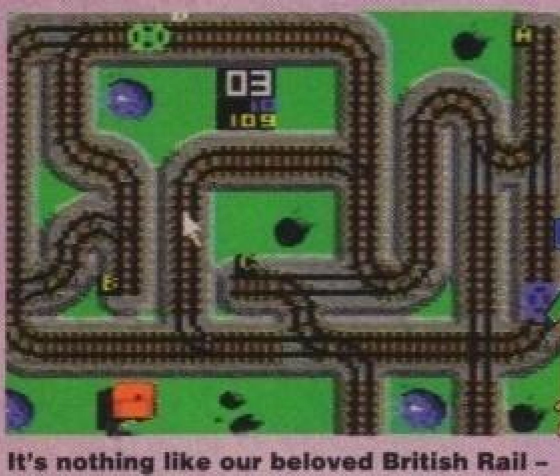
Your stance alters the curve of the ball.

Rotate the view of the fairway left.

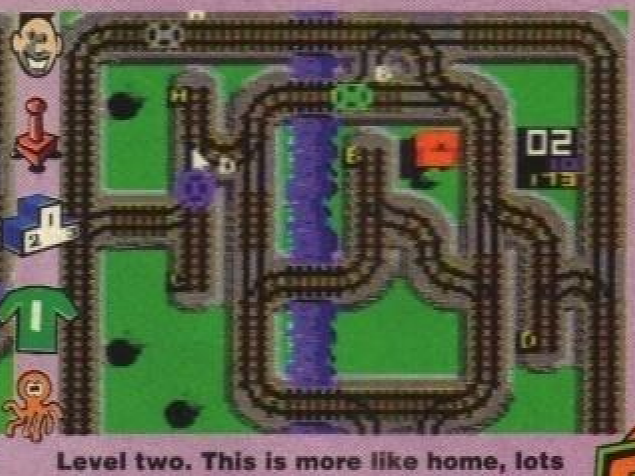
Tells you what ground the ball is on.

The wind speed and its direction, too.

Woods and higher irons hit further.



It's nothing like our beloved British Rail – for a start it's organised and efficient.



Level two. This is more like home, lots of trains at a complete standstill.

LOCOMOTION DEMO

Kingsoft, Joystick port 2

Are you a train-spotting, logic puzzle addict? No? Well, I wouldn't admit to it either. But if you are, then *Locomotion* is the ideal game for you. But if you *don't* have a 10-year old, dirty, green, furry-hooded anorak, a complete Network South-East timetable and a subscription to *Interesting Biros Monthly* don't worry, 'cos this game's still a brillo puzzler. The basic idea is to guide trains to their destination station. When a station starts to flash it heralds the imminent departure of a train. The train will emerge with a letter attached to it, that letter indicating which station that train has to go to.

All the BR staff however, seem to have taken their hols at the same time and have left you to deal with switching the points on the railway tracks. The points are the places where two tracks diverge; they can be switched to allow the train to go in either direction. The trains will keep on chuffing until they hit a bumper at a station and turn around, come to a break in the track and stop, hit another train and spin across the countryside or reach the destination station unscathed.

Changing the points is a piece of cake – all you do is use the joystick to position a cursor over the point you want to change and hit fire. There can be a number of trains can be on screen at any one time so keep a track of the order they in which they appeared – you get extra points for getting them to their stations in the same order.

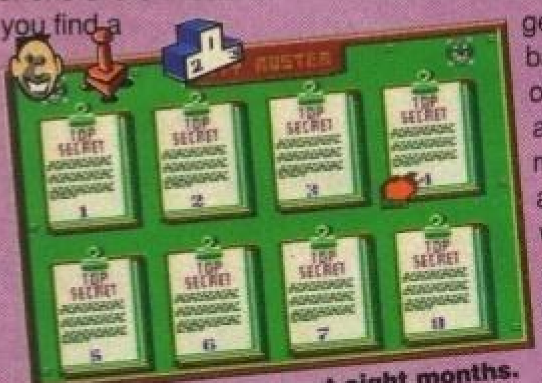
Trees, rivers, stations and trains – an anorak's heaven on earth.

FIRST STRIKE

FULL GAME

Joystick port 2

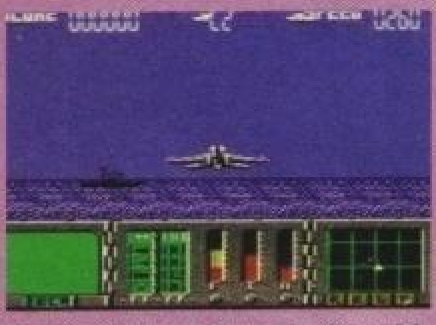
First Strike is loads more fab than having your homework done by the brainiest kid in class for free. First off you're presented with eight clipboards full of missions to complete. Press fire when the cursor is over one of the missions to read it. If you find a mission you fancy taking on then move the hand-shaped cursor to the aeroplane icon and hit fire. You'll be whisked to a runway, somewhere incommunicado. (*Where's that? Never heard of it. Is it somewhere in the Sudan? – Roger*)



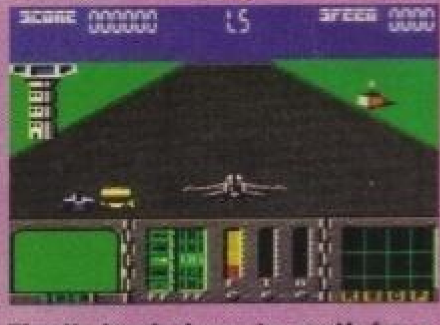
CF's demos for the next eight months.

Now you have to decide which weapons to take with you. Select a weapon by positioning the cursor over it and jab left to add it to your stock of goodies or right to take it away again. The number of bombs you can take with you is restricted by the amount of weight you can carry and the number of pylons already on your fuselage. (*Hey this is getting a bit technical – Ed.*) Once you're fully laden and ready to go select TAKE OFF from the menu and head for the plane.

Once in the cockpit (no sniggering at the back), the take off and fuelling are on automatic. Basically all you have to worry about is steering with your joystick and blasting everything you see. Take note of the radar and warning signals – swarms of helicopters show up with unnerving frequency. You don't have to worry about keeping an eye on fuel consumption, the plane will switch to auto and land for you. Then all you have to do is wait for the fuel truck then fly off to destroy some more battleships.



It doesn't look that big. I could 'ave it with my eyes closed.



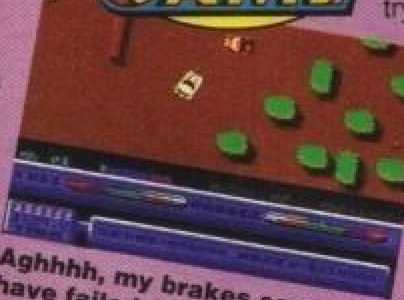
Finally back down to earth for a lesson in humility.

FIFTH GEAR

FULL GAME

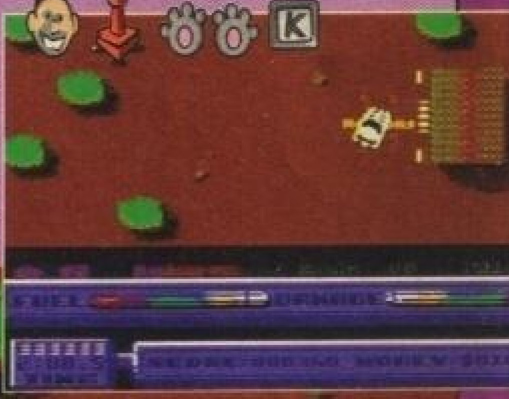
Joystick port 2

This one's so straightforward it's not really worth telling you about, as I'm sure you can work it out for yourself. (*Oi – what d'you think we pay you for? – Ed.*) All right here goes: the teensy little car in this ever so sweet racing game is controlled from above, so it's a bit like steering a remote-controlled toy. This sort of control system can be confusing at first but you soon get used to it. It could cause serious problems, though, when you go back to whizzing around a *Stunt Car Racer* track.

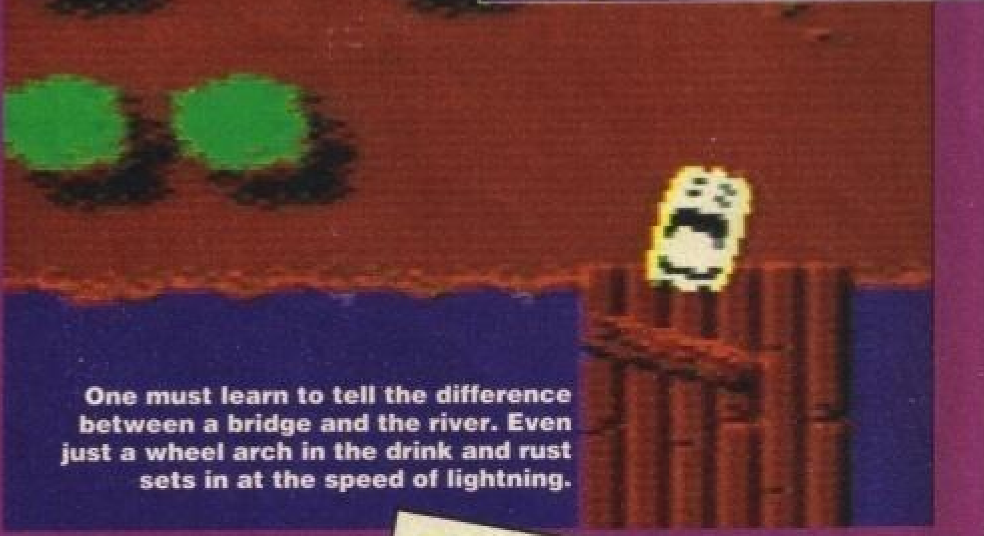


Aghhhh, my brakes seem to have failed. Sabotage!

The one big difference between this and other racing games is the machine gun, fully loaded and tucked away behind your radiator grille. Use it to blast seven shades of whatever has seven shades out of your cross-country rivals. And when you destroy someone else's car you earn more money to buy even more weapons. However, your car will disintegrate if you touch any water or bricks and you'll lose copious amounts of energy for just hitting a tree. So don't touch anything but the joystick.



I'll have three Twixes and a bag of charcoal bricquettes please.



One must learn to tell the difference between a bridge and the river. Even just a wheel arch in the drink and rust sets in at the speed of lightning.

NO LOAD ZONE!

CF
2
POWERPACK
tape

If your tape isn't loading perhaps it's your tape heads. Have you tried using *Loadmaster* which we gave away free last month? You missed it? Never mind, you can still order a back issue (see page 52). But if you're convinced your tape heads are okay, then just pop the dud tape into a padded envelope along with an SAE, seal it up and send it to:

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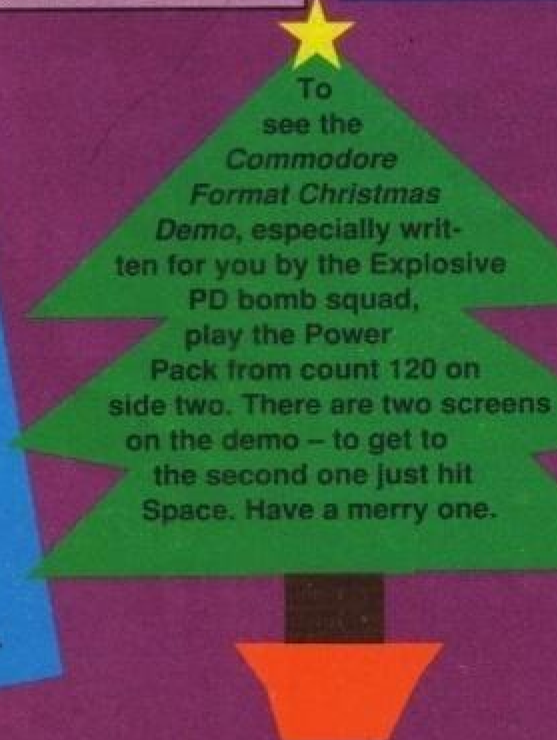

To see the *Commodore Format Christmas Demo*, especially written for you by the Explosive PD bomb squad, play the Power Pack from count 120 on side two. There are two screens on the demo – to get to the second one just hit Space. Have a merry one.

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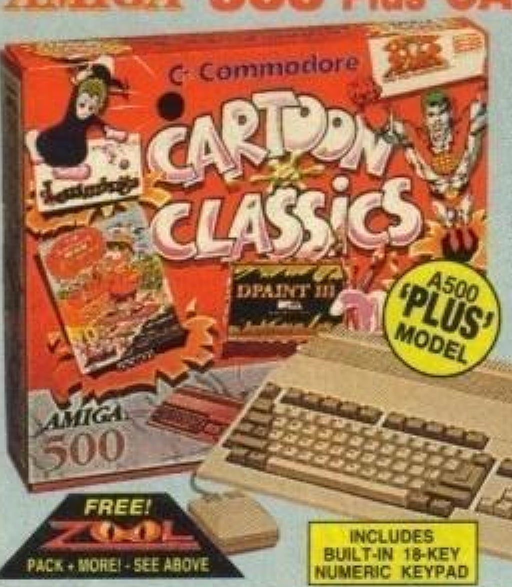

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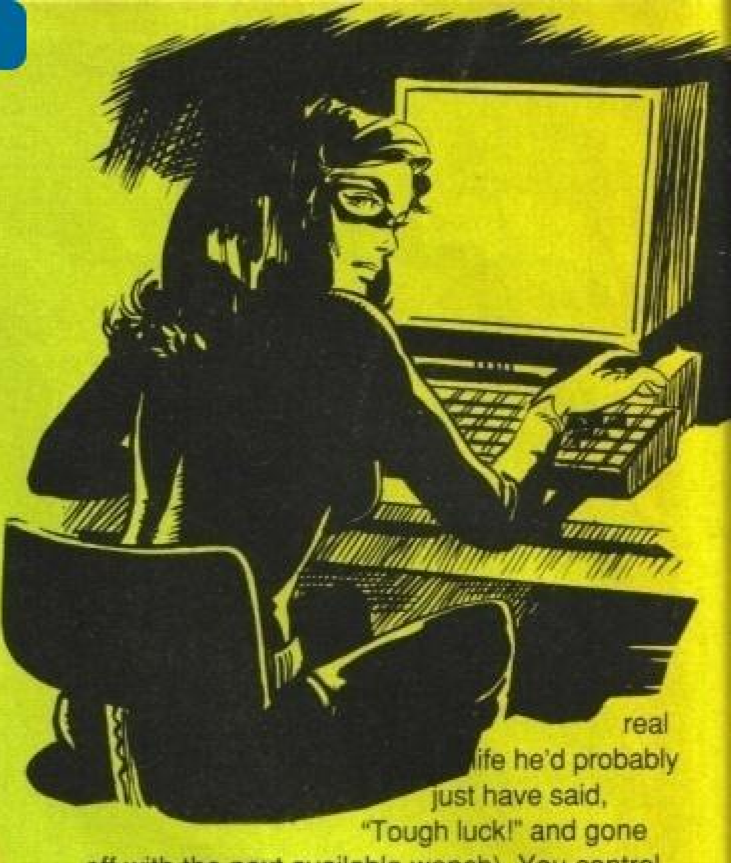
There isn't a safe she can't crack, a security system she can't bypass or an orange juice carton she can't open. And now the world's finest spy-for-hire, Kittyhawk, works exclusively for CF. Her mission: to sneak into the software houses and bring back top secret details of forthcoming games.

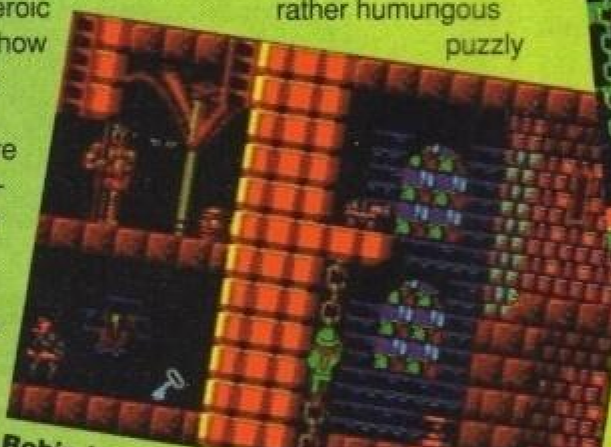


EARLY WARNING! SCANNER

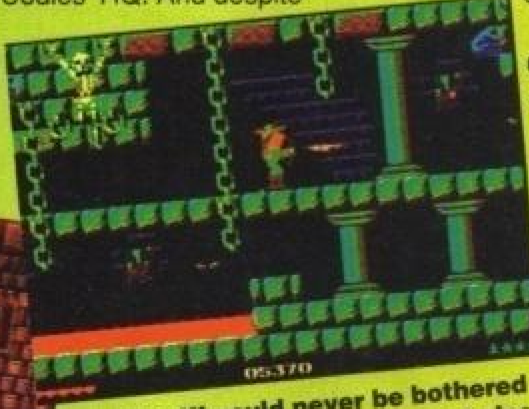
ROBIN HOOD

Most outlaws I've met (as a spy-for-hire it's an occupational hazard) have been smelly, untrustworthy and about as heroic as Toilet Duck. So it's strange how they always seem to be heroic figures in films and books.

One outlaw who's had more than his fair share of good publicity is Robin Hood, while poor old King John – who had to cope with a bunch of whingeing Celts when his brother was off having a whale of a time at the Crusades – is always portrayed as a baddie. There's a good chance that he was only trying to do his best considering the socio-economic climate of the period and there was this Hood fellow giving him a hard time. Sometimes, who the heroes and villains are in cases like this is all a matter of perspective.



Robin is currently appearing in Panto at High Wycombe playing Widow Twanky (he just loves wearing those green tights).



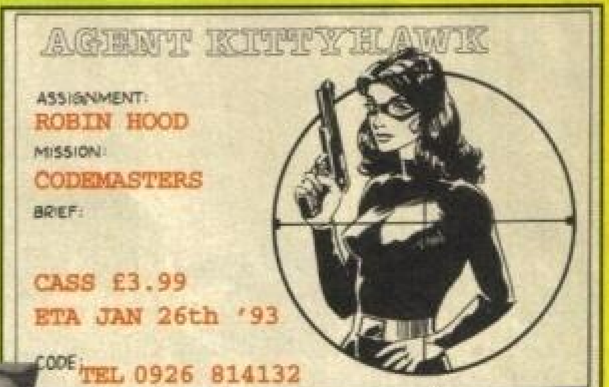
The Sheriff could never be bothered to take down the Xmas paper chains.

CodeMasters have decided not to take the chance to redress the historical balance, and have gone with the popular flow with their latest C64 version of the legend. Though the game's not coming out until the end of January I managed to sneak a look at it during a recent midnight mooch around the Codies' HQ. And despite its historical bias it seems to be shaping up pretty well. It's a rather humungous puzzly platform leap-about-thingy that's a bit like a Dizzy game but with loads of arrows whizzing about.

Basically, Maid Marian's been captured by the Sheriff of Nottingham. He's locked her away deep within Nottingham castle, and Robin's got to rescue her, because that's the sort of thing that romantic heroes do (even if in real life he'd probably just have said, "Tough luck!" and gone off with the next available wench). You control Robin as he progresses ever deeper into castle. He has to leap around platforms, avoiding guards, arrows, mutant moles (well, that's what they look like) and other assorted nasties that'll sap his energy or nick his lives. He also needs to pick up keys which open up secret doors and work out how to reach hard-to-get-at treasure (see, he's not just in it to rescue the damsel in distress) while loosing off a few arrows of his own at the enemy.

The graphics look great, and despite being set completely within a castle, there's a decent variety of backgrounds. Robin himself is wonderfully drawn and animated (though, strangely, he looks especially good when he's just about to die and turns silver).

Okay, so you won't be playing this as part of your GCSE history course, but since when did factual accuracy play a part in a game's success?



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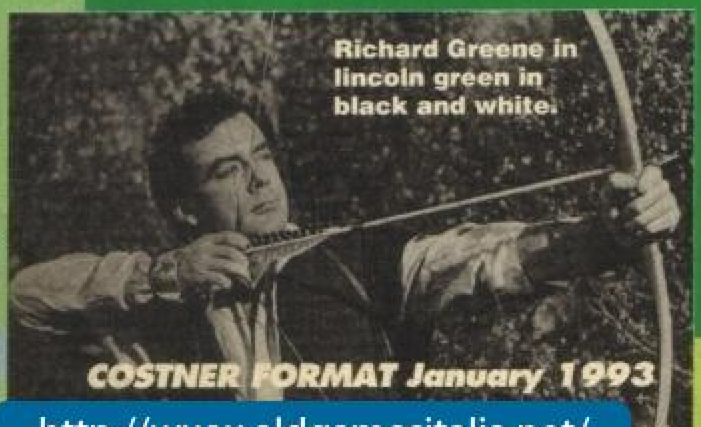
CF 'N' THE HOOD

So who do the crew think made looked best in lincoln green?

- Trenton reckons that 30s Hollywood idol Errol Flynn could swash his buckle, twang his string and say, "Ho, you varlet!" better than any pretender to the Hood since.

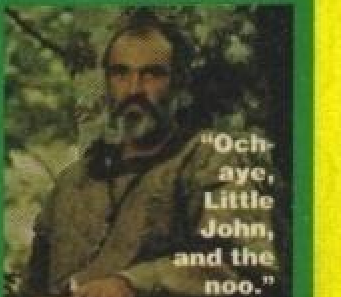
It's Michael of the Praed.

- Richard Greene is Ollie's choice. He was Robin on TV back in the black and white days when the chain-mail was knitted string and the extras had to hold the arrows in place on their chests when they were supposed to be hit.
- Dave reckons Sean Connery's performance in *Robin and Marion* was Oscar-winning stuff (we didn't have the heart to tell him there isn't a category for Stubborn Refusal To Disguise Scottish Accent).
- Clur prefers Michael Praed. Why? "Because he's tasty!" Good a reason as any, I suppose. (And we'll avoid puns about going all a quiver, thank you – Ed).
- Being an animal lover (and a bit of a soppy girly) Lisa plumped for the vulpine version of the archer from Disney's Robin Hood.

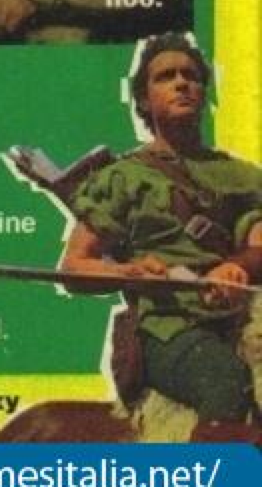


Richard Greene in lincoln green in black and white.

In the 30s they knew how to photograph stars. This was taken in 1928.



"Och-aye, Little John, and the noo."



Disney's foxy version of Robin

LEMMINGS

Stupidity comes in many forms. Pheasants are bred for their throw-themselves-in-front-of-a-shot-gun suicidal tendencies, people that eat at fast food chains are taking their lives into their own hands and editors of Commodore magazines are, by design, some kind of masochist. Although undeniably stupid, all these forms of madness can't compare in any way to the sheer crazy headedness and insanity of the lemming.

Ian Cyclopedia kindly explained to me that there is, however, a reason for their apparent total madness. Read on and be educated: the Norwegian lemming, or Lemmus Lemmus to it's friends, suffers a periodical rise in population once every few years. The lack of private space to express their individuality and (*more importantly – Dave*) food drive millions of the tiny little rodents to emigrate to pastures new. Unfortunately the cute little things aren't very bright and end up walking off cliff tops en-mass. Splat city.

And somehow, these rather stupid creatures have been turned into the unlikeliest of computer game stars. *Lemmings* has been a hit both commercially and critically on every format. Your duty in the game is to stop as many of the harmless mammals as you can from throwing themselves off cliffs on to the rocks below or diving into the briny (being not very bright and very hairy, they can't swim very well). Put simply, they're incapable of looking after themselves.

They do have a number of special talents but are too stupid to decide when to use them. All they do is walk. If prompted by you, though, they can perform such handy tricks as exploding, building steps, parachuting, climbing, standing still and stopping other lemmings from getting past, wielding pick axes and digging tunnels, all of which can help them and their mates get to safety (except the exploding bit which is pretty terminal for the one involved). I only wish I could do the same – a built-in parachute would come in very handy for some of my assignments.

You chose an attribute from the menu at the bottom of the screen and click on a lemming to give it that extra special something to make it stand out from the rest. Then use him to forge a path between the open trap door and the safe exit. Sounds easy? You wait! (By the way, did I mention that lemmings are stupid?)

LEMMINGS

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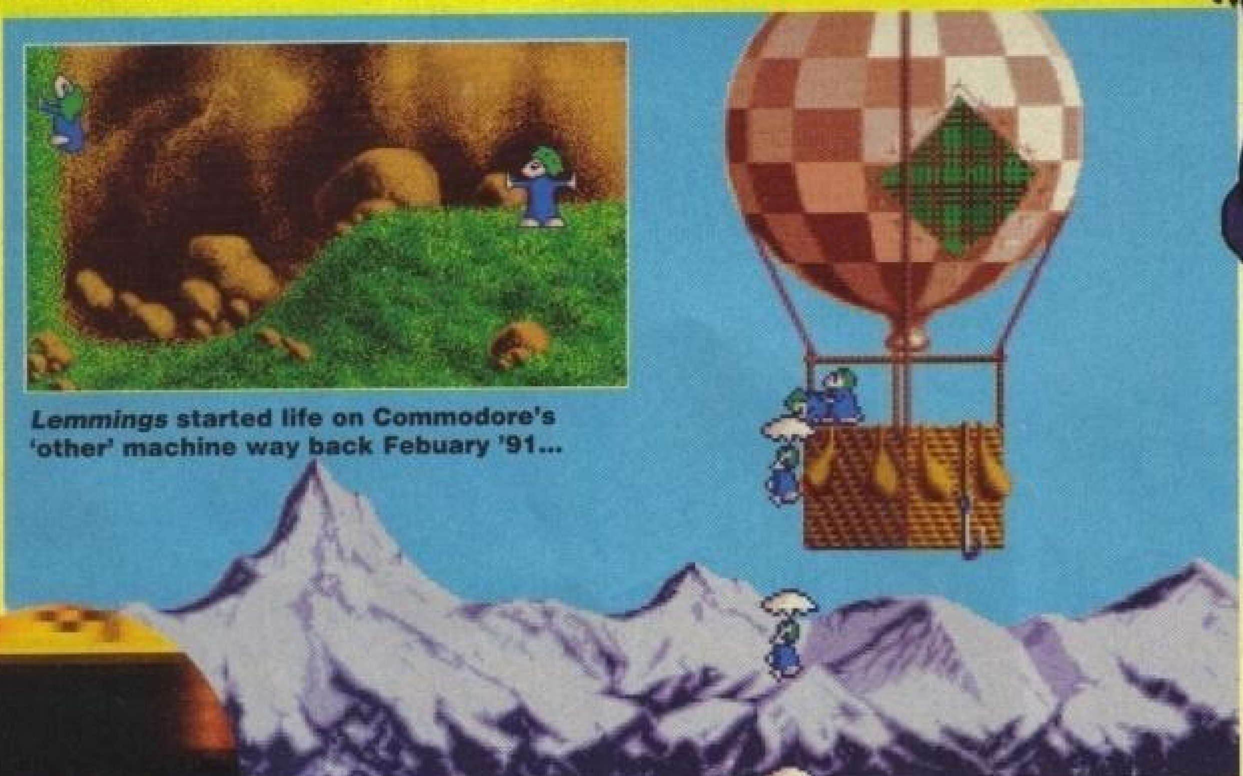
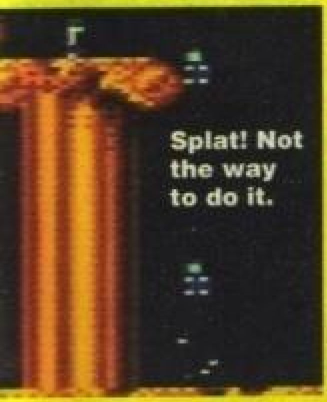
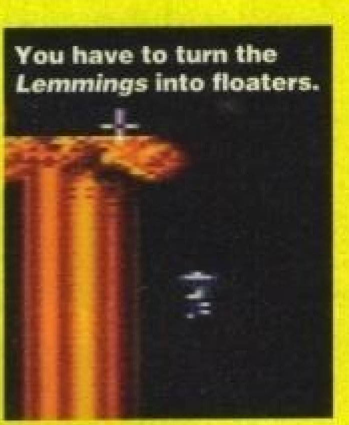


Lemmings **started life on Commodore's 'other' machine way back Febuary '91...**

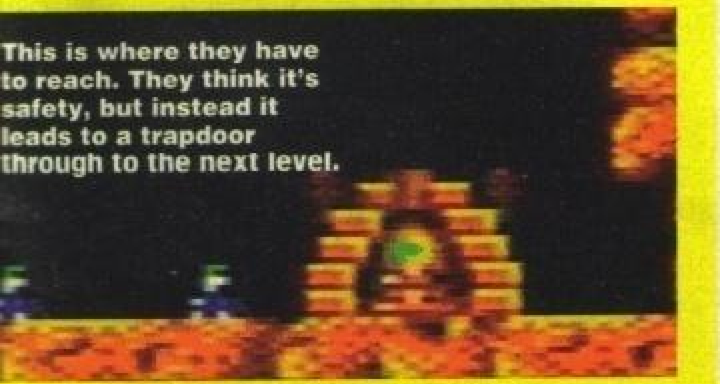
...And now they've found their way on to C64, but not before a goodly number have perished in the process (they're none too bright).



Splat! Not the way to do it.



You have to turn the *Lemmings* into floaters.



This is where they have to reach. They think it's safety, but instead it leads to a trapdoor through to the next level.

WHAT'S SO GREAT ABOUT LEMMINGS, THEN?

For some daft reason the C64 is about the last format that *Lemmings* has been released on. But at least that gave me a chance to interrogate a few writers on some of our sister mags to find out what they thought of the game:

AMIGA FORMAT 92%

"No single game has influenced computer game styles in the last two years as much as *Lemmings*. It's been imitated, copied and cloned by countless other software houses but none of them have come close to the original."
Neil Jackson, Reviews Editor.

AMIGA POWER 81%

"The world's first save-'em-up, *Lemmings* is one of a kind. Frustratingly addictictive."
Mark Ramshaw, Editor.

TOTAL! (NINTENDO)

"*Lemmings* is a great concept and really fun to play. It suits any format, even on the Game Boy. It's scored around the 80 per cent mark on all the machines."
Chris Buxton, Reviwer.

GAMESMASTER

"It's damned good and will waste your life for you if you let it. I'd give it 91 per cent."
Jamesmaster (Yes, our old James).

SEGA POWER 85% (MEGA DRIVE)

"It's original and fun. In fact, it's a complete stonker."
Dean Mortlock, Reviewer.

ST FORMAT 92%

"It's very good, that's the official line. A lot died when I played it."
Chris Lloyd, Disk Editor.

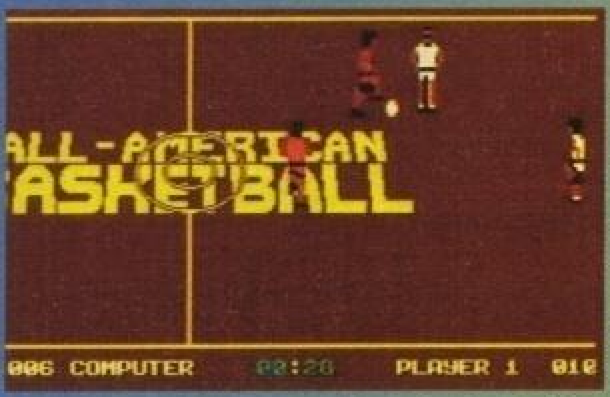
PC FORMAT

"Innovative for it's time but old hat now."
*Richard Longhurst**, Games Editor and Dad.*

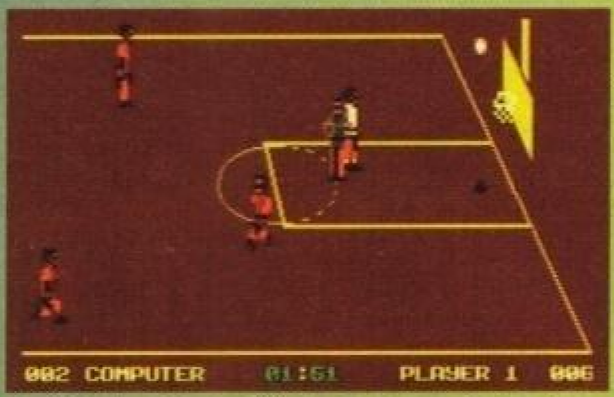
AMIGA SHOPPER*

"Kill them all, they must die, eliminate the lot of them! I'd give it eight out of 10."
Dave Green, Production.

*** This lot are all tech heads and don't really understand games. ** Richard likes Morrisey so he can never be too enthusiastic about anything.**



No, not like that Jones. This is basketball, you throw the ball you don't kick it



Right lads, this is the basket, you throw the ball in it. This way Dimbilby, this way.

ALL-AMERICAN BASKETBALL

Being a natural loner team games are not my scene. I always work on my own – I've learnt the hard way that it's better not to have anyone holding you back when you have a difficult job to get done. And in my line of work a split second's delay can mean the difference between success or ending up as a guard dog's dinner.

But computer games based on team sports are a different matter. You don't need 22 people gathered around your 64; two at the most, and then you're playing against each other. You can always take control of the player nearest to the ball, so if there's no chance that any egotistical players could hog the ball and ruin that perfect scoring opportunity. (*Were you always the last to get picked in school sports teams or something? – Ed.*) So when I discovered this basketball sim at Zeppelin's HQ during a raid the other night, I had no hesitation in loading it and taking some covert screenshots.

There were plenty of options to chose from – the number of players (one or two), the colour of your shirt, your skill level and a time limit for each half.

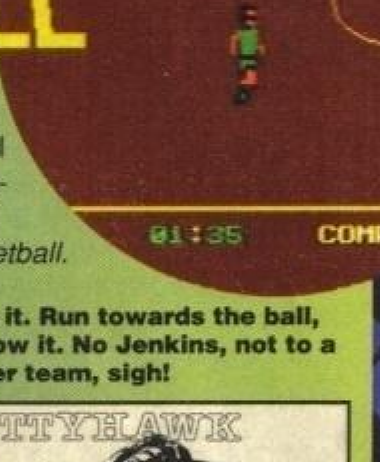
Then you're presented with a choice between playing a single game or a full tournament between eight teams. In one-player mode you fight against the computer, which at amateur level is about as dim as the fluorescent blobs you get on cheap plastic watches. It can take your opponents about 10 shots to score (and that's when you're doing nothing). Mind you, set it to the professional level and the opposition comes frighteningly to form.

The control method is easy to get the hang of – if you're not in possession of the ball, fire will swap control to the nearest player. If you are in possession, run towards the basket and hit fire when you think you're close enough to score. Use the joystick to aim the ball.

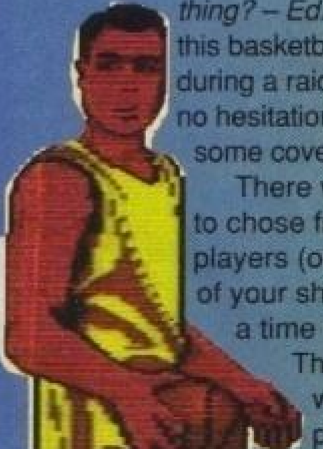
Isn't it funny that all the players in most sports sims are well-built men? What's wrong with women playing sports? The sprites can't be that much more difficult to design. I'll hold on for *All-English Women's Rugby*. In the meantime I'll wait and see what the rest of the *CF* team (locked away in a smelly office all day) think of the finished version of *All-American Basketball.*

WHY HASN'T THERE BEEN A SIM OF...?

- Rolling pin chucking – The longest recorded lob of this particular kitchen utensil was 53.4m (luckily the thrower's husband's head was 54m away).
- Bowling – One for the fogies. Even if it was a multi-load from hell it would still be faster than the real thing.
- Greyhound Racing – The perfect sport to base a management game on. Well would you want to play a starving dog?
- The one-millimetre sprint – Computer controlled cameras should put a stop to all those photo finish arguments.



Now you're getting it. Run towards the ball, pick it up, then throw it. No Jenkins, not to a member of the other team, sigh!



Yes, at last! Congrat's to you all. You finally got it in the net!

AGENT KITTYHAWK

ASSIGNMENT:

All-American Basketball

MISSION:

Zeppelin

BRIEF:

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KAREEM ABDUL-JABBAR *FORMAT* January 1993

SNIPPETS

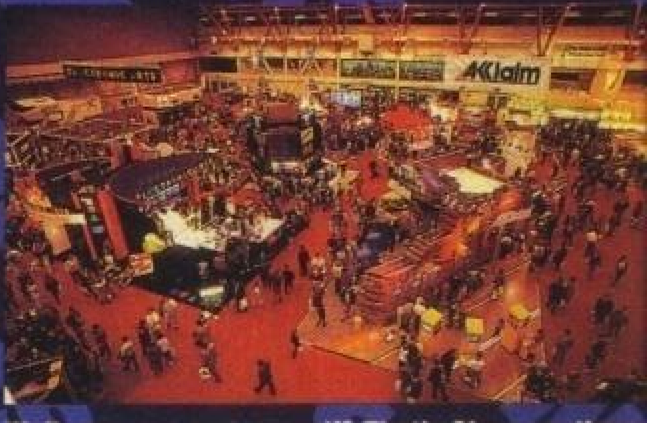
MID PRICE RANGE

Alternative Software have set up a new mid-price label called Admiral (not, apparently, afte the butterflies). It'll be releasing games at £7.99, the first of which is the new *Doctor Who* romp, *Dalek Attack*, which is in the shops. Lined up for release within the next for months are two more licences, *'Allo 'Allo* and *Hulk Hogan's Suburban Commando.*

But the company reckons that you'll be getting stuff that's well up to full price standards: "We wanted to introduce a label that released high value products at a lower, more affordable price," says Alternative's Dave Watkins. "All the products will be programmed as if they were full price."

VENUE CLOSED

Formative PD library Venue International (see *CF*23) has been forced to close. Software support and public interest was strong but the potential nightmare of copyright infringement has forced the company to abandon their plans. They apologise for any inconvenience and will deal with any outstanding enquiries ASAP.



Well, can you spot youself? That's Clur over there on the right, but Dave's probably at the burger

WHAT A SHOW

More than 55,000 people turned up at Earl's Court for the Future Entertainment Show (561 more according to official figures, but we know that at least Roger crept in 'round the back). It was a hugely successful weekend, a computer gamesplayer's heaven, with all the companies vying to show off their latest hardware and software. The *CF* crew were there and we managed to meet quite a few of you in the flesh. And it'll be happening all over again next year, but at the Olympia exhibition centre in London instead so that even more people can get in.

RED NOSE GAME

Instead of involving as much death and carnage as possible, *Sleepwalker* could actually save lives, and we're talking real lives here. The game which is due out from Ocean in late January is the official Red Nose game and is expected to raise £500,000 for Comic Relief's charity work in Africa and the UK.

Not only will part of the price you pay for the game be a donation, but Ocean are also organising sponsored *Sleepwalker* sessions to take place on Red Nose day itself (Friday 12th March) – details will come with the packaging.

The game will feature various Comic Relief celebrities, including Lenny Henry who provides some crazy effects and voice overs, while the bonus levels have huge flying Red Noses.

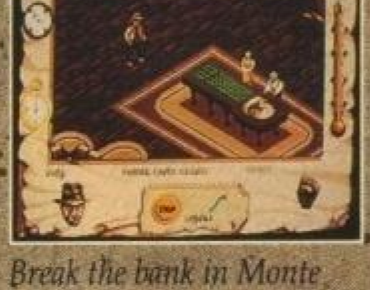
WHO CAN SAVE CIVILIZATION FROM THE MOST DESTRUCTIVE FORCE ON EARTH?

A few thousand years ago, Atlantis sank to the ocean floor. With it sank the secret of the most destructive force on earth. But the Nazis have rediscovered the lost Kingdom, and they'll soon have a bomb which can end World War II in fifteen minutes. Unless Indiana Jones gets in their way...

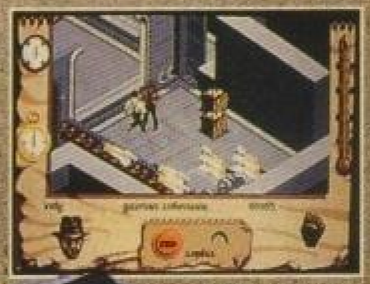
- Control two characters - Indy himself and his capable sidekick Sophia.
- Whips, weapons, fistfights, gambling and puzzles.
- Dazzling 3D isometric world - click from one camera angle to the next.
- Awesome animation, music and sound effects.
- 9 lavishly - detailed action-packed locations.

**Available on:
Amstrad, C64 Cassette & Disk, Spectrum Cassette, Atari ST, Amiga & PC and Compatibles.**

Screen shots from AMIGA version.

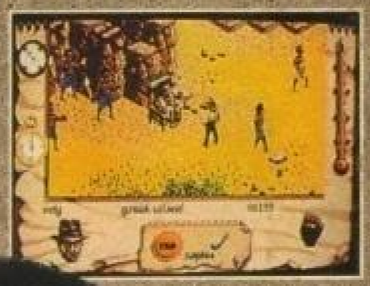


Break the bank in Monte Carlo - and buy a bundle of clues and weapons.



Borrow the keys to Adolf's submarine and take it for a ride.

Drop by the local watering hole for a friendly game of darts.



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specifications.

WHO ELSE?

INDIANA JONES™ and the FATE of ATLANTIS

LucasArts
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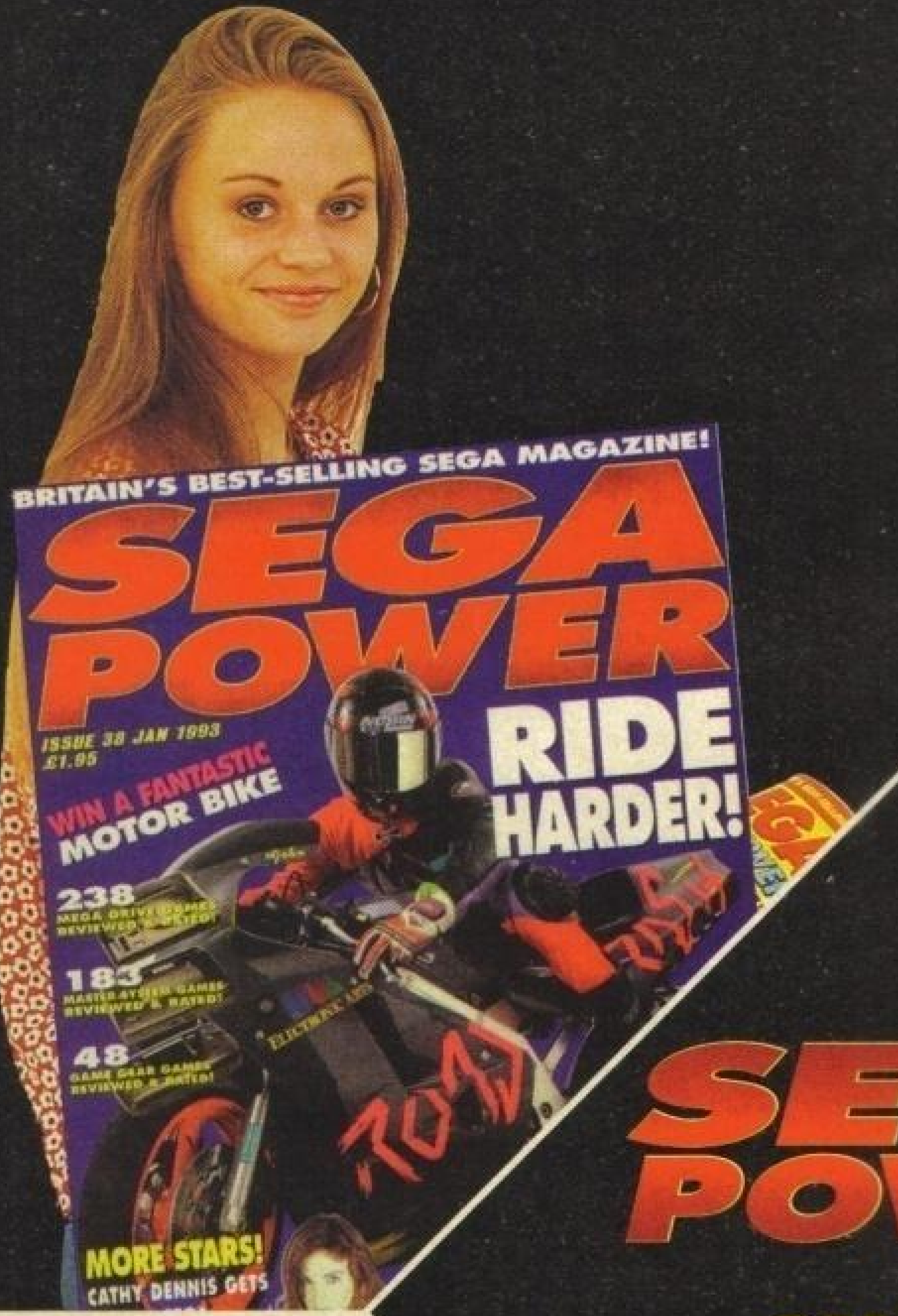
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SLAPHEADS!
How on earth do Right Said Fred find the time to play Crue Ball? See page 20...

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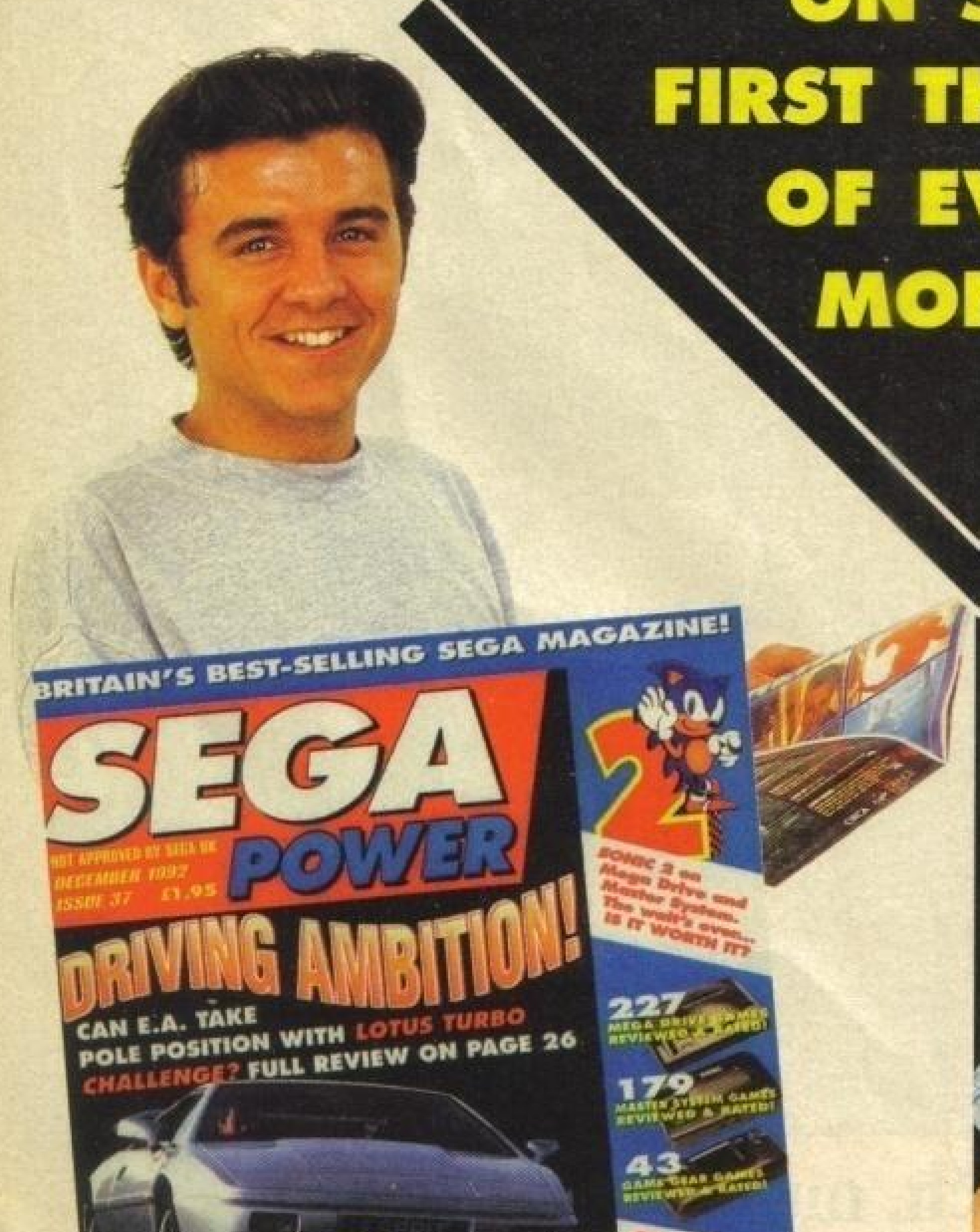
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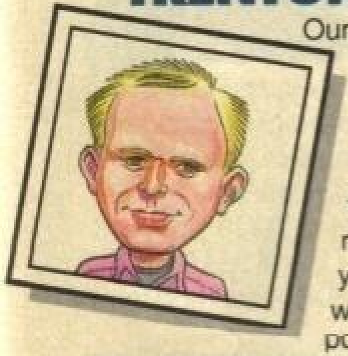
EVERYTHING SEGA YOU EVER NEED TO KNOW

We all have our flaws. Even Trenton has a few things he'd like to change about himself (and Clur has a few she'd like to make as well... to Trenton that is). And this is the time of year when we can make those changes. So what are the crew's New Year's resolutions?

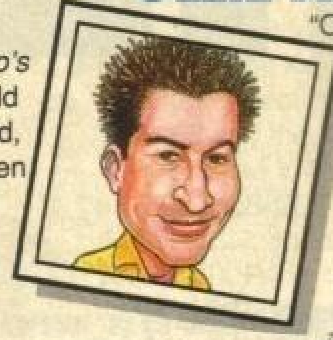
POWERPLAY

TRENTON WEBB



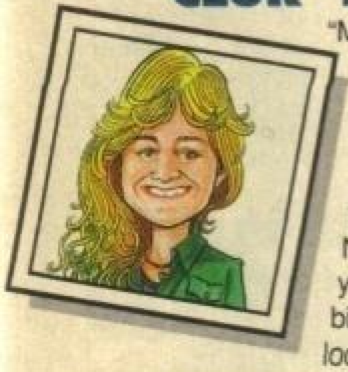
Our dear boss, who we all love and respect (*who's writing this? – Clur*) told us that he has resolved, "to toughen up. I've been far too easy on you lot recently. It's about time you actually did some work for a living." At this point Lisa fainted, Dave choked on his pickle and ice cream sandwich and Ollie's hair went completely flat.

OLLIE ALDERTON



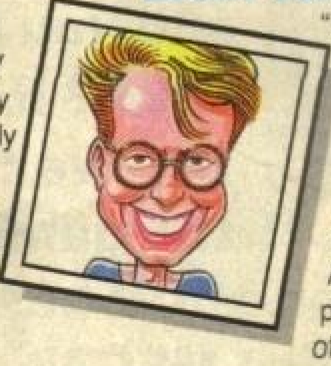
"One of my resolutions is to stop kicking down the goal posts when I play five-a-side footie. They're only about four foot tall but they're a pain to put back up again. My other is to go and visit my Aunt Jean soon. I haven't seen her for years. And after Trent's New Year announcement, she might even find my hair acceptable."

'CLUR' HODGSON



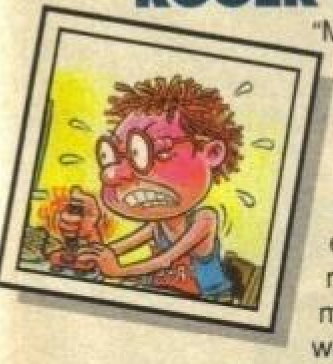
"My resolution's the same as always: to enjoy my birthday. It's on January 1st, you see, and usually I spend it recovering from the previous nights' New Year's bashes. Last year I ended up having a birthday breakfast at the local Little Chef... at four o'clock in the afternoon! I also want to try to forget the stupid things I did at Lisa's birthday bash."

LISA NICHOLLS



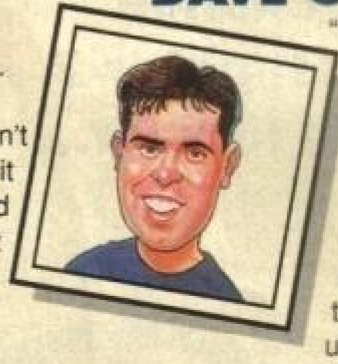
"I'm going to have to spend New Year organising my staff to tidy up my home after the mess Clur made of it on my birthday. That girl's got some disgusting habits. Apart from that I've promised to have my fleet of 33 classic sports cars all fitted with catalytic converters. We all have to do our bit for the environment you know."

ROGER FRAMES



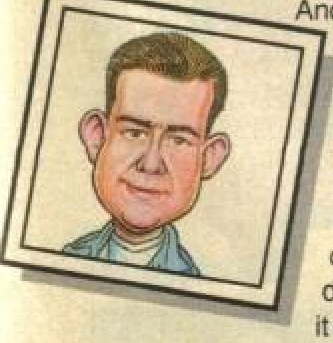
"Mum's told me to stop playing practical jokes. The last one went hideously wrong. I wasn't sure what Ex-Lax did – it just smelt foul and tasted even worse, so I couldn't resist popping some into my mum's mixing bowl when she wasn't looking. The toilet was blocked for a week after Dave came round for tea and scoffed 20 of her pies."

DAVE GOLDER



"For New Year I'm going to have an outside toilet installed and vow never to eat mince pies again. I don't know what was wrong with the couple I had round Roger's house, but I haven't been off the toilet for more than ten minutes at a time ever since. I've also got to cut down on the sugar in my tea – I think I could do with just five spoons."

ANDY ROBERTS



Andy was too busy repairing his high altitude balloon to talk to us. He had planned on flying it around the world, in the opposite direction to the spin of the earth and cross the international date line 24 times to make it to 24 different New Year's parties in 24 different countries. But he got a puncture and watched Hogmany on TV instead.

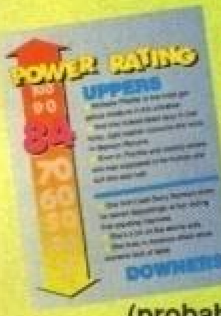
THE MIGHTY BRAIN

"What a stupid question to ask one so perfect! Even if I did discover a fault in my psychological make-up, I would not have to wait for a certain day to make changes in my life. Time is immaterial to a race such as ours and what is time but a measure of age? Besides our age is not as important a factor in life as your intelligence quotient."

Bits'n'Bobs

CF's review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't stand a chance of getting to grips with its intricate complexities). We tell you exactly what the good points are and what the rubbish bits are about each game. You see – it's all very complicated, just like we warned you it would be.

CF RATINGS



Also frighteningly technical is this box-type thing. It shows you at-a-glance what the most important positive and negative factors about the game are (probably). Next to it is an indecipherable rating mark. Over 89 per cent means that the game is officially a Corker, and we don't go give that accolade away to any old rubbish.

It's a Corker!

It also means that if you don't rush out and buy the game immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. C'est la vie.

GAME ICONS

You've been wondering about these. They're a legacy. An heirloom, if you like. Nice Mr Gilham, who used to work here left them to us, you know. He was a nice man.

FACE – Number of players. Gorgeous drawings showing how many folk can participate.

KEYBOARD/JOYSTICK – By jingo! It's those wacky, devil-may-care control mechanisms.

MOUNTAINS – This can only mean one thing; there are difficulty levels in the game.

OCTOPUS – Multiload, but they also live in the New York sewers (*that's alligators, fool - Ed*).

GOALIE'S SHIRT– It's a good one, this. Young Master Gilham's save option thing.

BLOCKS – No. Forget *Tetris*. Forget that tiny hole in the sides of Biros, too. We're talking hi-score table here.

PAWS – Pause mode. Send complaints about this gag to Trevor himself.

SEGA'S MEGA CD IS HERE!

Sega are gearing up for a *big* MEGA CD launch in 1993, and you know what? It looks like they've finally got the games to start a whole new generation of CD-based gaming.

Can *you* afford to miss MEGA's in-depth preview of the future of video games? It could change the way you play *Streetfighter 2* (oops, let that one slip) forever...

ON SALE Thursday 17 December

MEGA

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Gamebusters

TIP DIP COOL CROC TWINS

(Arcade Masters)

It's good old Hasse Hansen again, this time with a stack of passwords for this corking action platformer. Enter any of the following to warp to the later levels: TRIAX, DREAM, MUNGO, JANKO, HENRI, DOORS, FLOYD, HUMAN, HINEY, MAGIC, and GIRLS. And if you own an Action Replay cartridge, try POKE 7140,181 for infinite lives.

TIP DIP DEFENDERS OF THE EARTH

(Power Pack 23)

Yikes! There was a slight error (only slight, mind you) in the solution printed in CF25. It should start: R, R, R, DOOR, L, L, and then continue from CALL PHANTOM. Ta to Richard Beckett for pointing that out.

TIP DIP SPACE CRUSADE

(Gremlin)

Six gorgeous pages of gorgeous tips not good enough, eh? If you're still thirsty for more (and have the cassette version), select your team and enter any of the following codes on the 'Load Chapter' screen. Heartfelt gratitude to Ray Burton for sending 'em in.

9EB29130D68	BA485AA21EC
9E39B6283AA	AE6A5AC91CC
F66DDE3B70E	1986D9ED9F4

TIP DIP BIFF

(Beyond Belief)

If our superb Power Pack demo tempted you into buying the game, you'll know just how tricky it can be. Fear not, for Hull's famous Paul Hitchin has lovingly crafted this solution.

Collect the POWERCARD, collect the WIRECUTTERS, go to the start screen and use the POWERCARD and the WIRECUTTERS. Get the ROPE, go to the ropebridge, use the ROPE. Get the OLD CLOTHES, put the OLD CLOTHES on the scarecrow. Take the CHOC SEEDS, then drop the CHOC SEEDS on the scarecrow screen, take the CHOCOLATE to Mum's house and use it.

Get the AXE, go to the scarecrow screen and use the AXE on the tree. Get the PLANKS from the tree, go to the small bridge and use the PLANKS. Get the KEY, get the OIL, go to the keyhole and use the KEY and the OIL. Collect the EXPLOSIVES, the BATTERIES and the TORCH.

Go to the WALL. Blow up the wall with the EXPLOSIVES. Use the BATTERIES in the TORCH, go to the dark room and use the TORCH. Collect the JEWEL, collect the RECORD, collect the BROKEN RING and go to Mum's house. Make the RING from the BROKEN RING and the JEWEL. Give the RING to Mum, get the GLASS, fill the GLASS with water. Go to Mum's house, use FULL GLASS and use RECORD.

Collect the MATCHES, the BANGER and the COIN. Light the BANGER using the MATCHES. Go to the ice-cream van, use the COIN, collect the PLANT-POT and the FLOWER SEEDS (dropping the BANGER in the process). Go to Mum's house. Use the ICE-CREAM, get the BUG SPRAY and go to the scarecrow. Use the FLOWER, use the PLANT-POT, use the BUG SPRAY. Go to Mum's house, then give the FLOWER to Mum to finish!

TIP DIP OKEY DOKEY POKEYS

Yes folks, it's another gleaming gathering of Action Replay POKEs, delivered in traditional Hasse Hansen style. To use the POKEs freeze the game, press E to enter the POKEs, and then restart the game using F3.

LOCOMOTION (Kingsoft)

`POKE 28866,173` – Infinite collisions
`POKE 28721,189` – Infinite time

GRAEME SOUNESS SOCCER MANAGER (Zeppelin)

`POKE 132,100` – £6.5 million!

DJ PUFF (CodeMasters)

`POKE 44355,0` – Infinite lives
`POKE 51104,0` – Infinite weapons
`POKE 44258,96` – Invincibility

SEND 'EM IN

Paul Hitchin is this month's fortunate winner of a splendid software voucher (as well as immortal fame) for his efforts. Think you can do better? Then cram your maps, tips, solutions and POKEs into a manilla pouch and address it to: Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

Hurry, hurry hurry! It's the Gamebusters January clear-out. All our tips, cheats, maps and POKES must go! But stocks are limited, so check out all our departments NOW for the gaming solution bargains of a lifetime...

REGULARS

TIP DIP 17
Going up! First floor – exclusive, personally-designed tips, cheats, and POKES sent in by our philanthropic readers

FRAMEBUSTERS 26
Second floor – all you'll ever need to succeed at budget games (well the ones we cover this issue, at least).

SAMARITAN'S CORNER 28
Third floor – When all else fails there is somewhere you can can turn for help. Dr Roberts helps those who just can't go on ('cos that end-of-level guardian is so blimmin difficult to beat).

MAPS AND SOLUTIONS

SPELLBOUND DIZZY 18
The new expanded version gets the 'busters treatment in A three-page special. There's a dirty great map and a full solution (but we can't help you that darned control system unfortunately).

FAMOUS FIVE 24
Here it is at last – the solution you demanded! Time for some jolly japes.

OTHER GAMES BUSTED THIS ISH...

1985 27
Action Biker 27
Back To Reality 27
Ball Crazy 27
Biff 17
BMX Racers 27
BMX Trials 27
Bomber 27
Bump Set Spike 27
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The Captive 27
Chiller 27
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Destructo 27
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Hunter Patrol 27
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Locomotion 17
Nightbreed 26
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Slicks (Demo) 26
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Strider 28
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Untouchables 28

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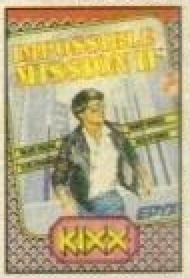

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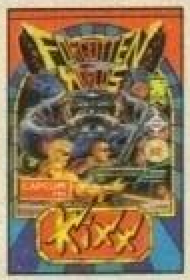
FORGOTTEN WORLDS™



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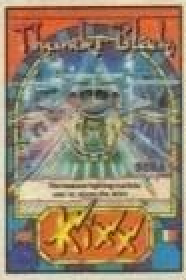

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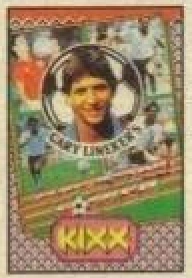
GARY LINEKER'S SUPERSTAR SOCCER™



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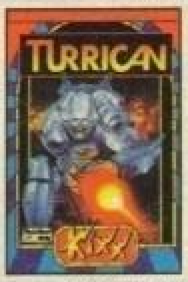

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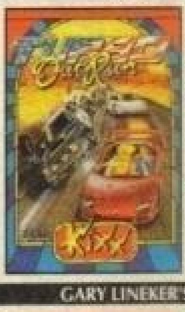

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STRIDER™

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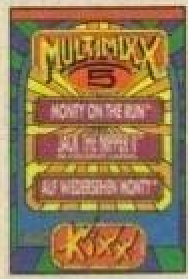
MULTIMIXX 5



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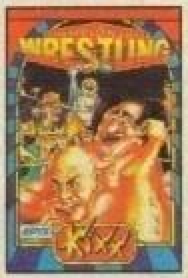
CHAMPIONSHIP WRESTLING™



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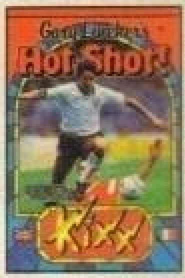
GARY LINEKER'S HOT SHOT™



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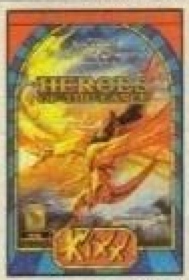
HEROES OF THE LANCE



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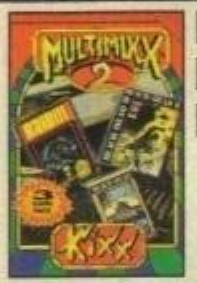
MULTIMIXX 3

C64 · SPC · CPC

MULTIMIXX 2



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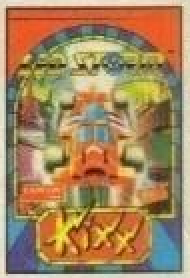
MULTIMIXX 1

C64 · SPC · CPC

L.E.D. STORM™



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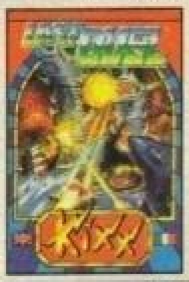
LAST DUEL™



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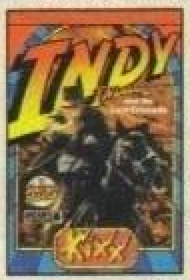
INDIANA JONES™ & THE LAST CRUSADE



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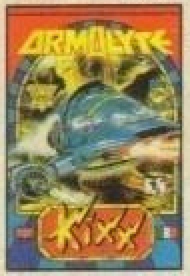
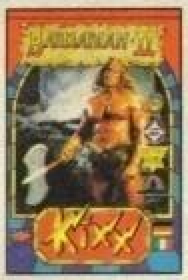
ARMALYTE™



C64

BARBARIAN II



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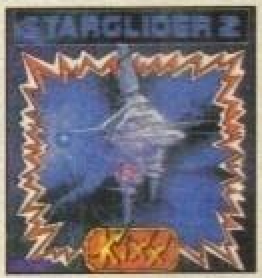
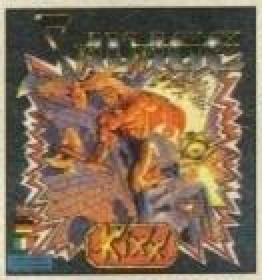
STARGLIDER 2



ST · AG · PC

SAVAGE



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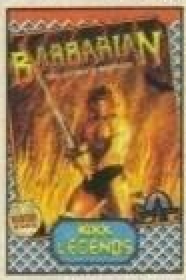
BARBARIAN



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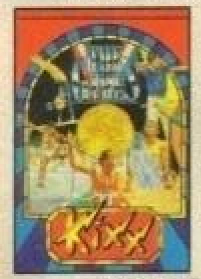
THE GAMES™ SUMMER EDITION



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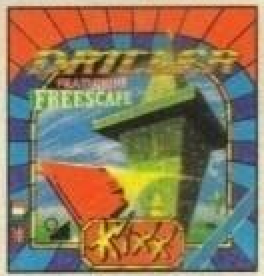
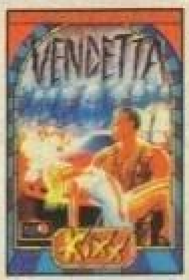


ST · AG · PC

Z-OUT™

ST · AG

VENDETTA



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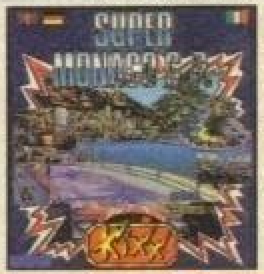
DRAGONS OF FLAME

C64 · SPC · CPC · ST · AG · PC#

SUPER MONACO G.P.



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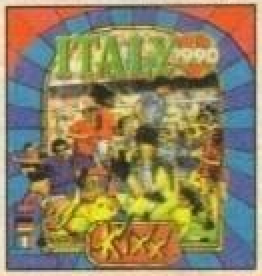
ITALY 1990



C64 · SPC · CPC · ST · AG · PC

KEY

C64	CBM 64/128 cassette	ST	ATARI ST
SPC	SPECTRUM 48/128K,+2 cassette	AG	AMIGA
CPC	AMSTRAD CPC cassette	PC	IBM PC & COMPATIBLES

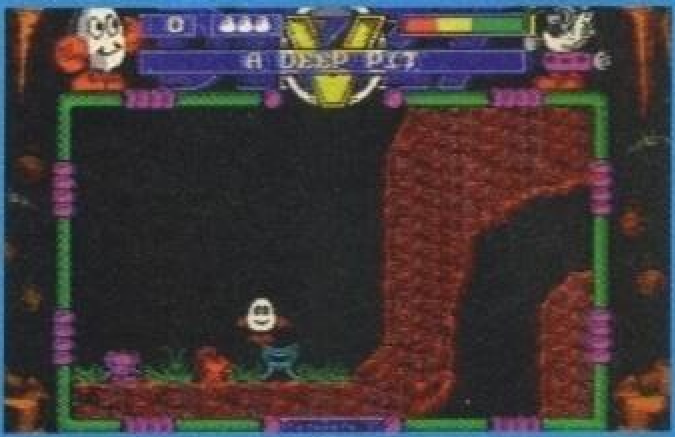
•DENOTES - NOT AMIGA A500 + COMPATIBLE AT TIME OF PRESS - ALL OTHER AMIGA TITLES ARE COMPATIBLE.

#DENOTES - SUPPLIED AS DUAL MEDIA PACK 5.25" & 3.5" COMBINED, ALL OTHER TITLES SUPPLIED SEPARATELY.

SPELLBOUN

The 'cover' version of the original Spellbound Dizzy is much bigger and better than before, so fearless adventurer Andy Roberts has vetured into the mystical kingdom once more. Brave chap!

The remixed, rereleased, extended version of *Spellbound Dizzy* from the LP *Dizzy Adventures* is now out and Mixmaster MC Roberts has been scratching (his head) to bring you the complete solution. And here it is (well, most of it anyway – part two next month). We've (arbitrarily) broken the solution down into chunks that should make it easier for you to keep track of where you are.



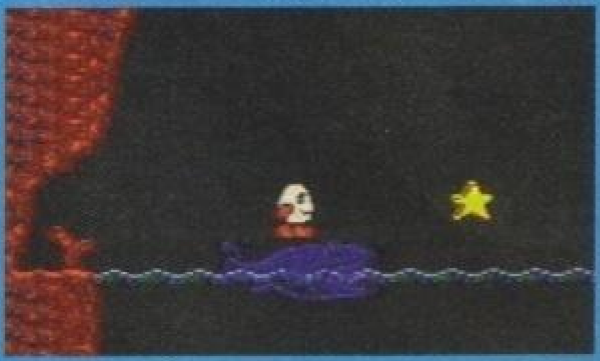
"Go ahead and jump" – Eggy Van Halen. "Use the Trampette and jump" – Andy Roberts.

CLUTCH ONE

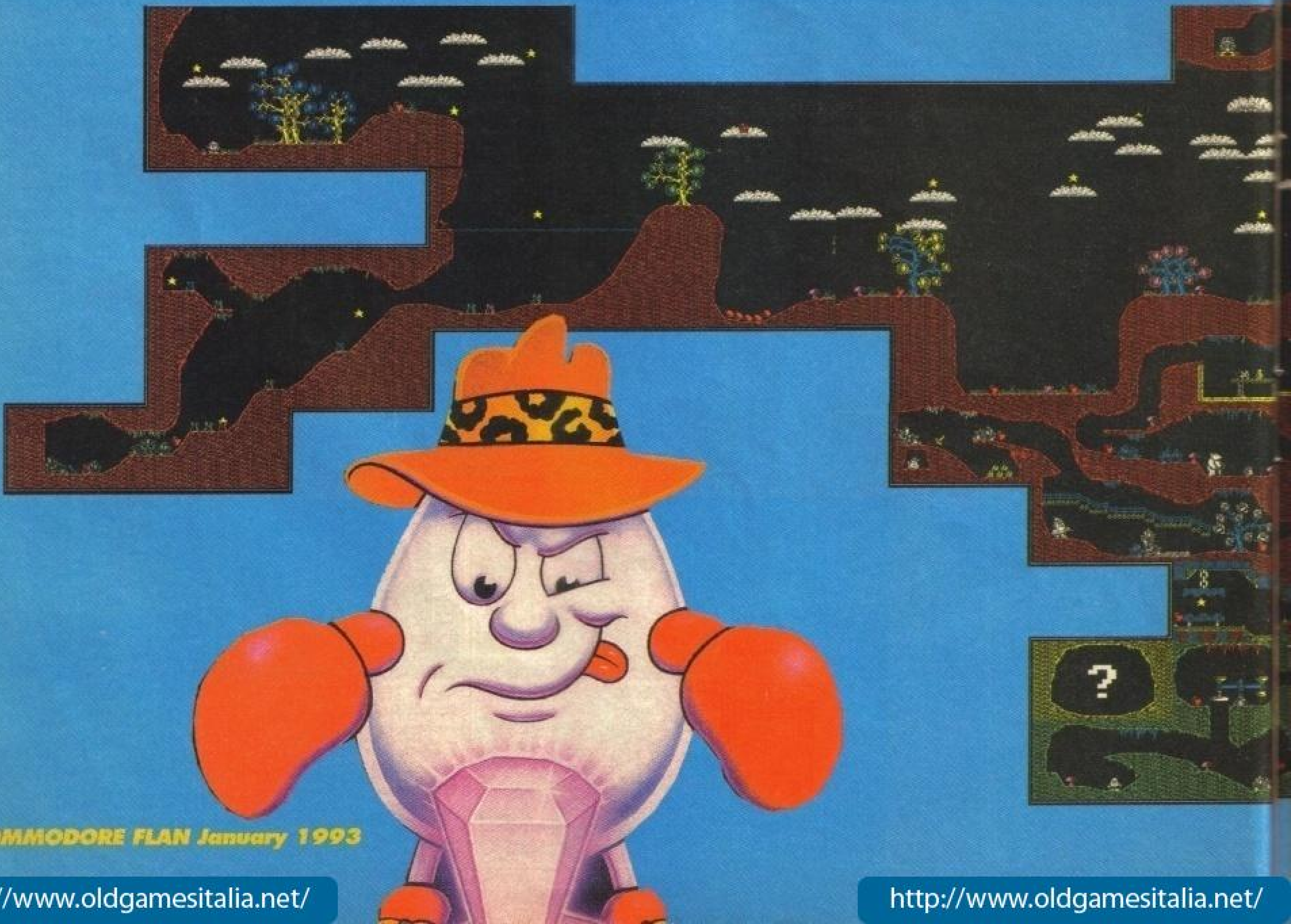
From the start: L • D • get TRAMPETTE • L • drop TRAMPETTE next to fruit • jump U • L • get ROCK • R • D • get TRAMPETTE • R • drop TRAMPETTE next to wall • jump U • R • jump UP using mushroom • drop ROCK on cloud • D • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get ROCK • R • D • get TRAMPETTE • R • drop TRAMPETTE as previously • jump U • R • jump UP using mushroom • get ROCK • D.

CLUTCH TWO

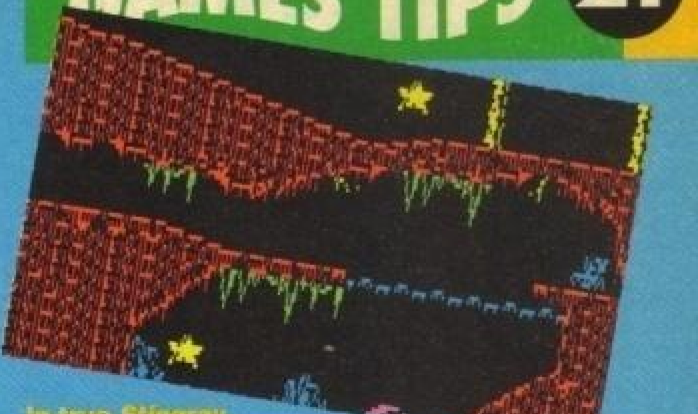
Go R • D • D • D • L • L • talk to THEO • R • U and L • U • L • drop a ROCK • get HAMMER • R • D • R • R • R • R • use HAMMER on broken track • drop remaining ROCK • L • L • U • U • U • L • drop HAMMER • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get ROCK • jump UP using mushroom • L • get on WHALE • L • get BRAKESHOE • R • R



So what does a brake shoe look like? Well, like that thing on that ledge – apparently!



D DIZZY



In true *Stingray* fashion, use the unconvincing aqua-lung when underwater.

• D • R • D • drop BRAKE SHOE • get TRAMPETTE • R • drop TRAMPETTE as previously • L • get BRAKE SHOE • R • jump U • R • R • D • D • D • R • drop ROCK • use BRAKE SHOE on cart • get in the cart... wheeee!

CLUTCH THREE

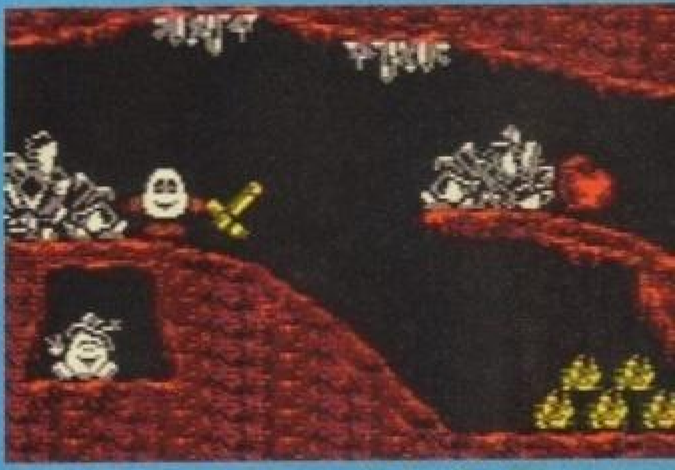
Go R • get BAG • U • L • get MEGAPHONE • L • L • L • get SHAMROCK • D • L • L • L • L • U • U • U • L • drop SHAMROCK • drop MEGAPHONE • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get SHAMROCK • R • D • D • D • D • D • R • R • give SHAMROCK to LEPRECHAUN • drop SHAMROCK • get WEIRD TALISMAN • L • L • L • drop ROCK on right-hand scale pan • D • L • talk to GRAND DIZZY • get EAR TRUMPET • R • jump UP using mushroom • drop ROCK • get ROCK from scales • R • drop rock • U • U • L • drop EAR TRUMPET.

I bet you thought that shamrocks were green? They are usually, but not in *Dizzy*.

CLUTCH FOUR

Go R • R • get in cart... wheee... crash! • Go R (the TALISMAN protects you) • R • get AQUALUNG • L • L • L • U • L • drop WEIRD TALISMAN • L • L • L • L • drop ROCK • U • U • U • L • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • jump UP using mushroom • L • D • L • L • D • L • D • L • get SOGGY LOG • R • U • R • U • R • R • U • R • D • R • D • get TRAMPETTE • R • drop TRAMPETTE AS BEFORE • U • R • drop AQUALUNG • drop SOGGY LOG • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get AQUALUNG.

CLUTCH FIVE

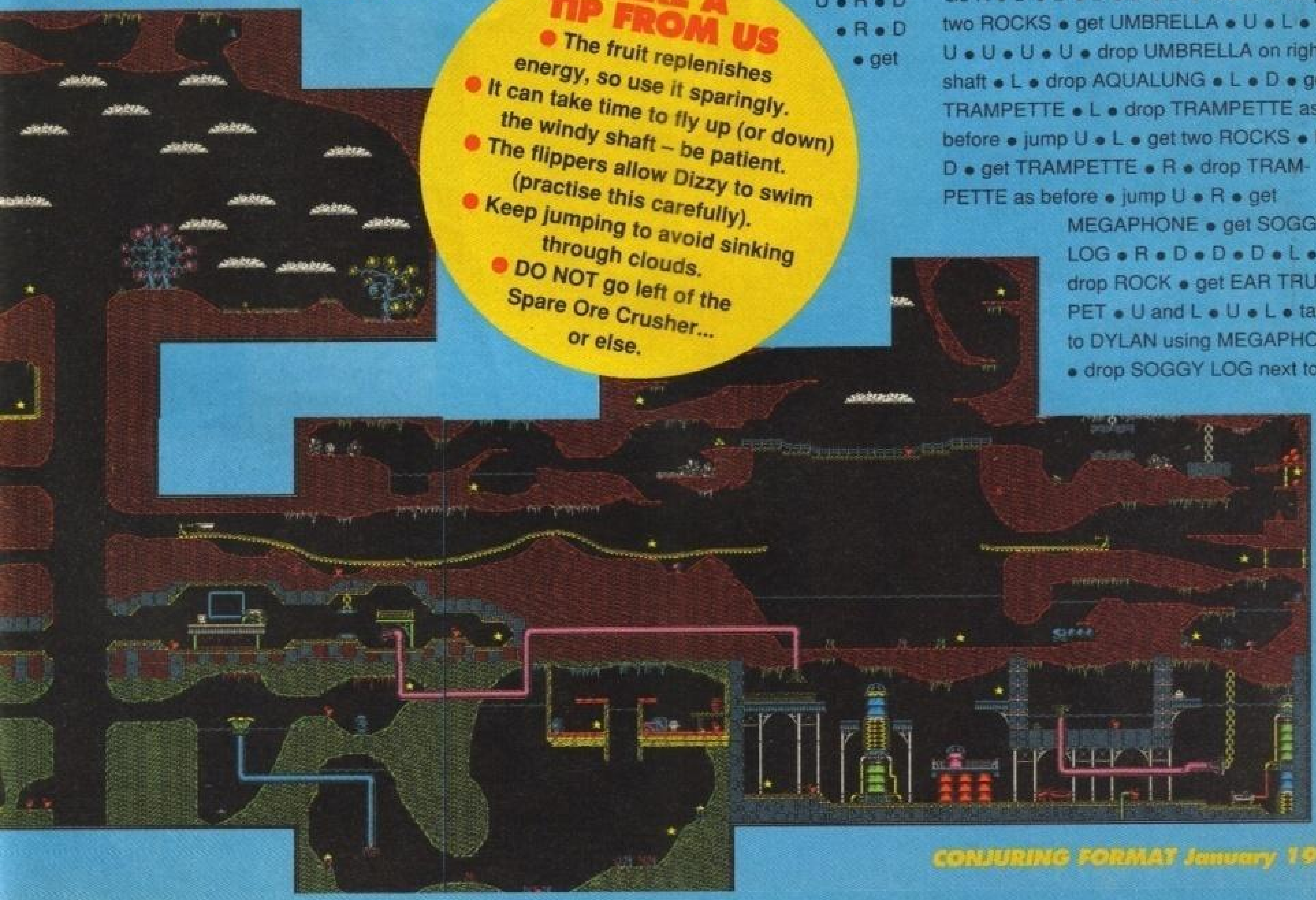


If only I had one of those smokey log things, I'd have you out in no time. How? PTO...

Go R • D • D • D • D • D • R • D • drop two ROCKS • get UMBRELLA • U • L • U • U • U • U • U • drop UMBRELLA on right of shaft • L • drop AQUALUNG • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get MEGAPHONE • get SOGGY LOG • R • D • D • D • L • drop ROCK • get EAR TRUMPET • U and L • U • L • talk to DYLAN using MEGAPHONE • drop SOGGY LOG next to

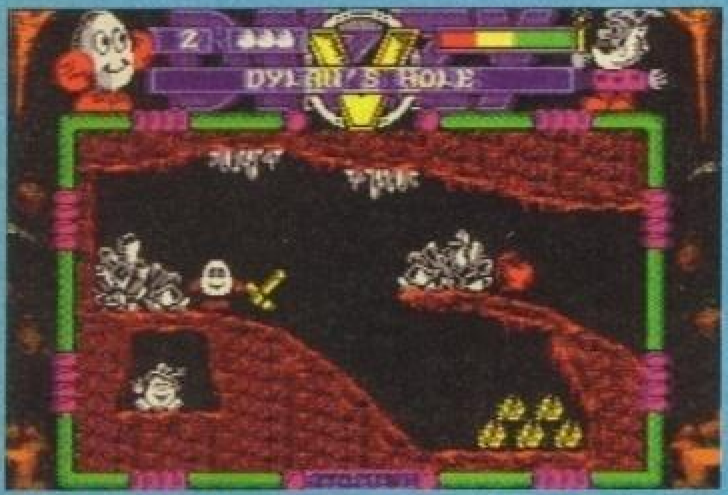
TAKE A TIP FROM US

- The fruit replenishes energy, so use it sparingly.
- It can take time to fly up (or down) the windy shaft – be patient.
- The flippers allow Dizzy to swim (practise this carefully).
- Keep jumping to avoid sinking through clouds.
- DO NOT go left of the Spare Ore Crusher... or else.



fire (it should start to smoke) • get VIBES • R • D • R • L • use VIBES and EAR TRUMPET to rescue DYLAN and GRAND DIZZY (or leave them here for later).

CLUTCH SIX



...Drop it on the fire, it turns into a smokey log and gives out 'Vibes'. Hmm! Are you sure?

Go R • U and L • U • L • get SMOKING LOG • R • D • R • R • U • L • get GLASS JAR • drop ROCK • R • U • U • get UMBRELLA • R • R • drop SMOKING LOG • drop GLASS JAR under beehive • get JAR OF HONEY • L • L • drop UMBRELLA on right of shaft • L • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • jump UP using mushroom • drop ROCK on cloud • D • R • D • D • L • drop JAR OF HONEY in MIDDLE of room • jump over BEAR using mushroom • L • jump UP using mushroom • R • get PEPPER • get BONES • L • D • R • jump over BEAR • get GLASS JAR • drop ROCK • R • U • U • L • drop GLASS JAR • drop BONES.

CLUTCH SEVEN

Get AQUALUNG • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • jump UP using mushroom • L • wait for WHALE to swim right • use PEPPER • jump UP on gush of water • jump RIGHT • get FLIPPERS • jump LEFT • drop DOWN • get on WHALE • L • use PEPPER when WHALE is at far left • jump UP on water gush • jump LEFT on to clifftop • L • L • talk to DENZIL • get ZX81 • R • R • D • R • R • D • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • and drop everything.

CLUTCH EIGHT

Go L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get AQUALUNG • R • D • D • D • D • D • R • drop everything • L • U • U • U • U • U • L • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get BONES • R • D • D • D • D • D • R • drop ROCKS • get AQUALUNG • stand on plant and use BONES • R • R • get SEAWEED • L • L • go back through plant • drop AQUALUNG • drop BONES • L • U • U • U • U • U • L • drop SEAWEED.

CLUTCH NINE

Go L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get FLIPPERS • R • D • D • D • D • D • R • drop ROCKS • get AQUALUNG • get BONES • stand on plant and use BONES • R • R • swim UP • swim UP • talk to DAISY • get DIAMOND RING (*that's some chat up line – Ed*) • D • D • L • L • go back through plant • drop BONES • drop RING • L • U • R • drop FLIPPERS • drop AQUALUNG • L • U • U • U • U • L • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • jump UP using mushroom • get ROCK from cloud • D.

CLUTCH TEN

Go R • D • D • D • D • D • D • drop ROCK • get CERAMIC LID • U • R • drop two ROCKS • get DIAMOND RING • L • U • U • L • L • use DIAMOND RING to free DAISY (or leave it here for later) • drop ROCK • R • R • U • U • U • L • get GLASS JAR • R • get UMBRELLA • go UP on a gust of wind • jump on to cloud • L • jump UP on clouds • catch a FIREFLY in the GLASS JAR • drop DOWN • drop DOWN • drop UMBRELLA • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get SEAWEED • R • D • D • D • R • R • R • R • jump UP on mushroom • L • L • talk to DORA • drop GLOWING JAR • get SLIPPER • R • R • drop SEAWEED.

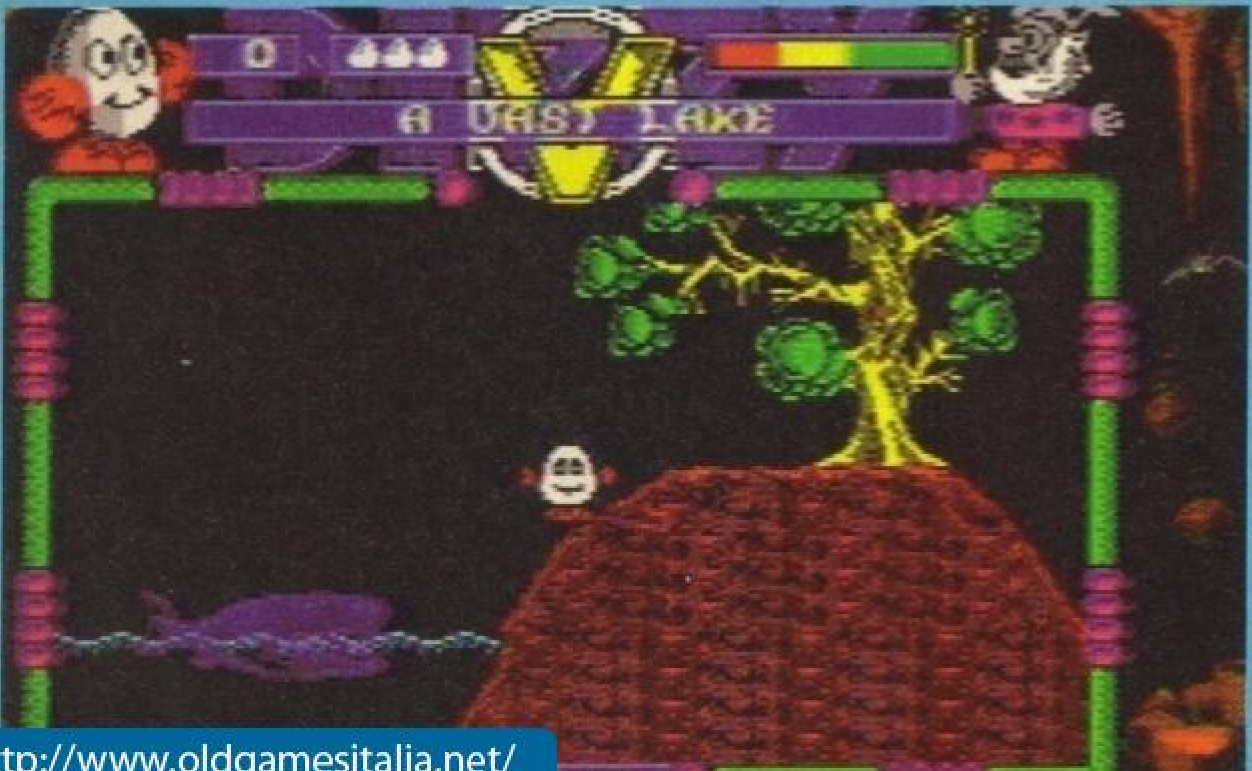
CLUTCH ELEVEN

Go D • L • L • L • L • L • L • use SLIPPER to rescue DORA (or save it for later) • R • R • drop ROCKS • U • U • U • L • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get ZX81 • get HAMMER • R • D • D • D • D • R • drop ROCKS • get AQUALUNG • get FLIPPERS • use ZX81 in socket • R • go through the pipe • D • R • R • R • stand under plug and use HAMMER • drop HAMMER • go through the pipe • get FISHING NET • go back through the pipe • swim UP • talk to DOZY • get PILLOW • D • L • L • U • L • go back through the tube • L • drop PILLOW.

CLUTCH TWELVE

Go L • U • U • U • U • L • drop AQUALUNG • drop FLIPPERS • L • D • use FISHING NET on POGIE • get COLLAR • get TRAMPETTE • L • drop TRAMPETTE • jump UP • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • R • D • D • D • D • R • drop ROCK • get ZX81 • get PILLOW • L • U • L • L • use ZX81 to free DENZIL • use COLLAR to free POGIE • use PILLOW to free DOZY (or leave them here for later).

Once everyone has been rescued, you'll have five stars left – THEO will use these to get home, leaving you with a piece of string! Is this the end for Dizzy? How will our hero ever get back home? Tune in next month for a few surprises.



How cruel! Making a whale sneeze with pepper! How would you like it if a large amphibious mammal did it to you?

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FAMOUS FIVE

Because you demanded it! The full solution to possibly the toughest game ever to grace the Power Pack. Solution by Andrew Davies, maps by Andy Roberts.

By golly, this one really had you stumped, and that's no lie. The pleas for help began the day *CF*24 went on sale (because that's when we jolly well featured it on our Power Pack) and they haven't let up since. So, to cheer you up here's the simply spiffing full solution to the whole bally thing. Just type in the words in capitals and follow the other instructions. Good luck, chums

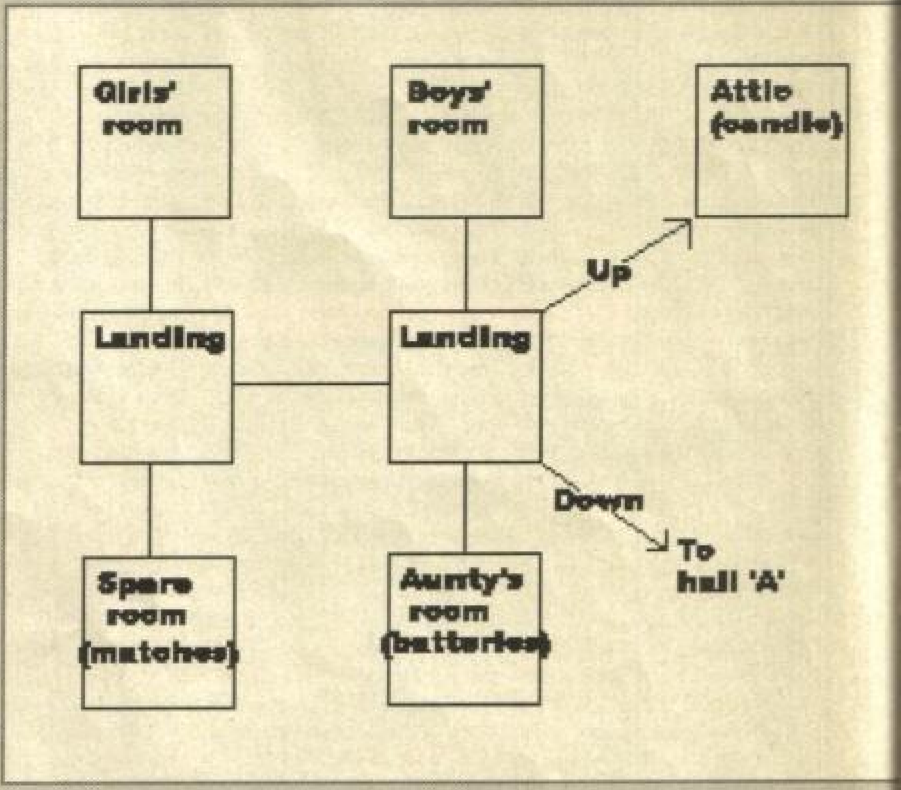
FROM THE START: WAIT • WAIT • WAIT • WAIT • LEAVE TRAIN • E • E • E • BUY BEER • GIVE ANNE BEER • W • NE • N • W • SW • NW • N • GET ROPE • S • SE • NE • W • U • S • EXAMINE CLOCK • GET BATTERIES • N • W • S • EXAMINE BED • GET MATCHES • GIVE ANNE ROPE • GIVE DICK BATTERIES • N • E • U • OPEN TRUNK • GET CANDLE • D • D • W • LIGHT CANDLE • N • SAY DICK GET TORCH • S.

Now search around until you find George, then go to the shop and BUY ICES • Quickly return to George and GIVE GEORGE ICES • Then go to HALL A • SAY GEORGE N • S • TURN ON WIRELESS • BECOME GEORGE • W • SE • GET ALL • NW • BECOME JULIAN • SAY DICK INSERT BATTERIES IN TORCH • TURN ON WIRELESS • BECOME GEORGE • W • OPEN DOOR • W • GET SPADE • E • E • S • S • BECOME JULIAN.

TURN ON WIRELESS • SAY JOANNA GIVE DICK GLOVES • N • E • E • NE • E • BECOME GEORGE • ENTER BOAT • GIVE JULIAN SPADE • GET OARS • ROW • ROW • ROW • ROW • ROW • ROW • DROP OARS • LEAVE BOAT • PULL BOAT • BECOME JULIAN • GIVE ANNE MONEY • SE • NE • EXAMINE HEATHER • SAY ANNE TIE ROPE TO STUMP • SAY ANNE DROP ROPE DOWN HOLE • D • STRIKE GRATE • GET AXE • U • SW • N • NE • BECOME GEORGE • EAT CAKE • BECOME DICK • UNWRAP SANDWICHES • EAT SANDWICHES.

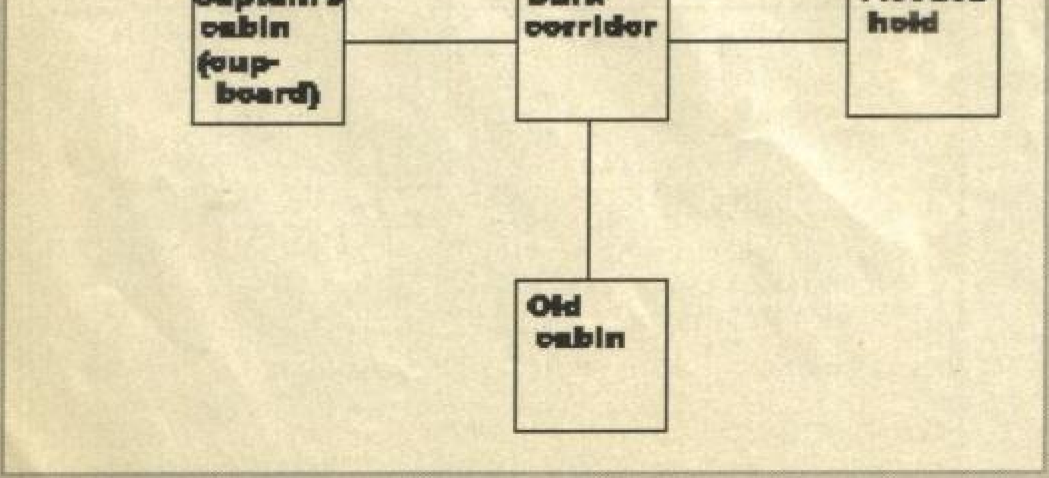
GET PAPER • GET STICKS • SW • E • E • DROP STICKS • GIVE JULIAN PAPER • BECOME JULIAN • LIGHT PAPER • LIGHT STICKS WITH PAPER • DROP PAPER • W • W • S • NW • N • NE • ENTER SHIP • D • W • EXAMINE SEAWEED • CHOP CUPBOARD • SAY DICK GET BOX • E • U • LEAVE SHIP • SW • S • PUSH BOAT • BECOME GEORGE • ENTER BOAT • GET OARS • ROW • ROW • ROW • ROW • ROW • ROW • DROP OARS • LEAVE BOAT • PULL BOAT • W • SW • W • W • U • U • BECOME DICK • OPEN WINDOW • THROW BOX OUT WINDOW.

D • D • E • SW • NW • OPEN WINDOW • QUIETLY E • OPEN DRAWER • GET BOX • OPEN BOX • GET MAP • READ MAP • DROP BOX • DROP MAP •



UPSTAIRS

SHIPWRECK



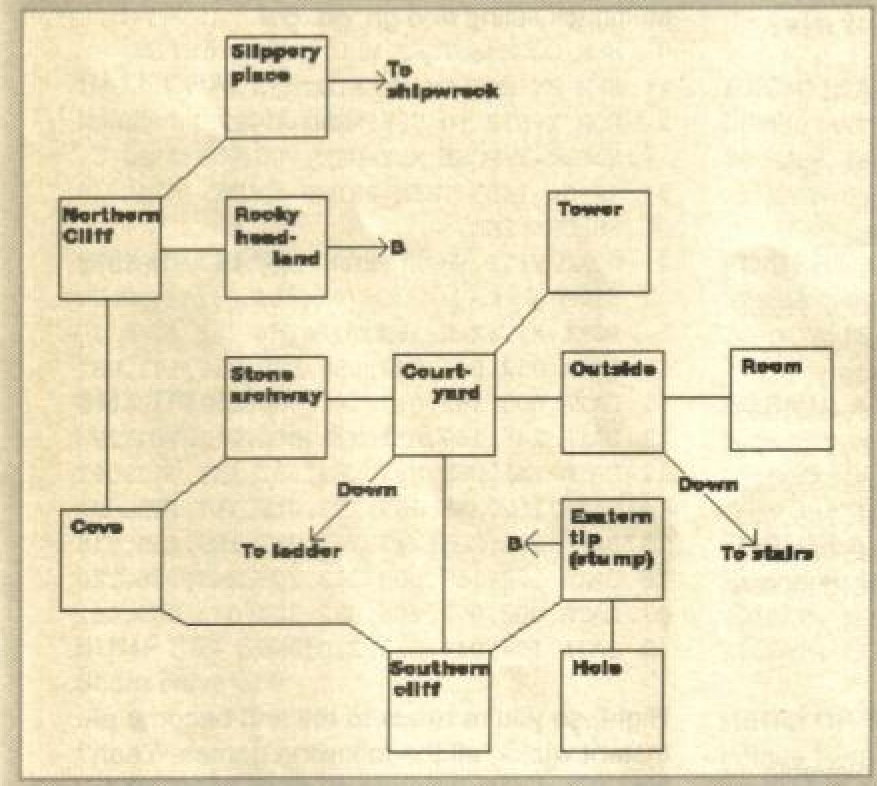
OPEN WINDOW • QUIETLY W • CLOSE WINDOW • SE • NE • E • NE • E • BECOME GEORGE • PUSH BOAT • ENTER BOAT • GET OARS • ROW • ROW • ROW • ROW • ROW • ROW • DROP OARS • LEAVE BOAT • PULL BOAT • SE • NE • GET ROPE • UNTIE ROPE • SW • N • SAY DICK GIVE ME GLOVES • WEAR GLOVES • PULL BUSH • GIVE DICK ROPE • DROP GLOVES • D • U • E • SAY JULIAN DIG • SAY TIMMY DIG.

BECOME DICK • GIVE ANNE TORCH • TIE ROPE TO RING • PULL ROPE • UNTIE ROPE • BECOME JULIAN • SAY ANNE TURN ON TORCH • D • D • W • NW • NW • S • EXAMINE COLUMN • PUSH GRILLE • N • SW • SW • SAY DICK S • CHOP DOOR • CHOP DOOR • CHOP DOOR • S • N • CHOP DOOR • BECOME DICK • S • SE • N • D • SAY ANNE GIVE ME TORCH • D • TIE ROPE LADDER • DROP ROPE • D • BECOME JULIAN • LIGHT MATCH • CHOP DOOR • N • GET LANTERN • GET INGOT • BECOME ANNE • WAIT • WAIT • WAIT • U • Then wander around until you get captured.

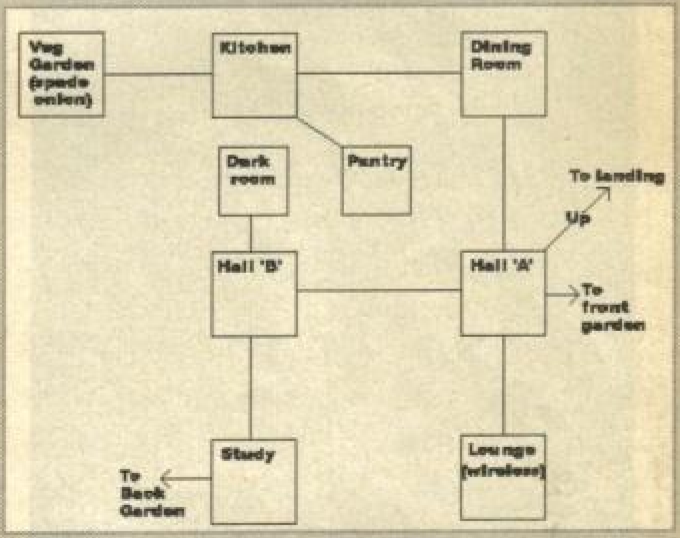
BECOME DICK • WAIT • WAIT • WAIT • WAIT • W • N • SW • SW • EXAMINE MATTING • GET KEY • UNLOCK DOOR • S • Now keep typing WAIT until Timmy growls – when he does • WAIT once more then go N • LOCK DOOR • NE • NE • SE • SE • E • U • U • W • S • NW • BECOME GEORGE • PUSH BOAT • ENTER BOAT • GET OARS • ROW • ROW • ROW • ROW • ROW • ROW • DROP OARS • LEAVE BOAT • PULL BOAT • BECOME JULIAN • W • SW • W • SW • NW – if Uncle Quentin isn't here, find him • If he is, GIVE QUENTIN INGOT.

BECOME GEORGE • Keep typing WAIT until the policeman arrives – when he does, go back to the boat and PUSH BOAT • ENTER BOAT • GET OARS • ROW • ROW • ROW • ROW • ROW • ROW • DROP OARS • LEAVE BOAT • PULL BOAT • SE • N • E • D • D • W • NW • NW • SW • SW • BECOME DICK • UNLOCK DOOR • And you've completed the game! Hurrah! Lashings of ginger pop and sandwiches!

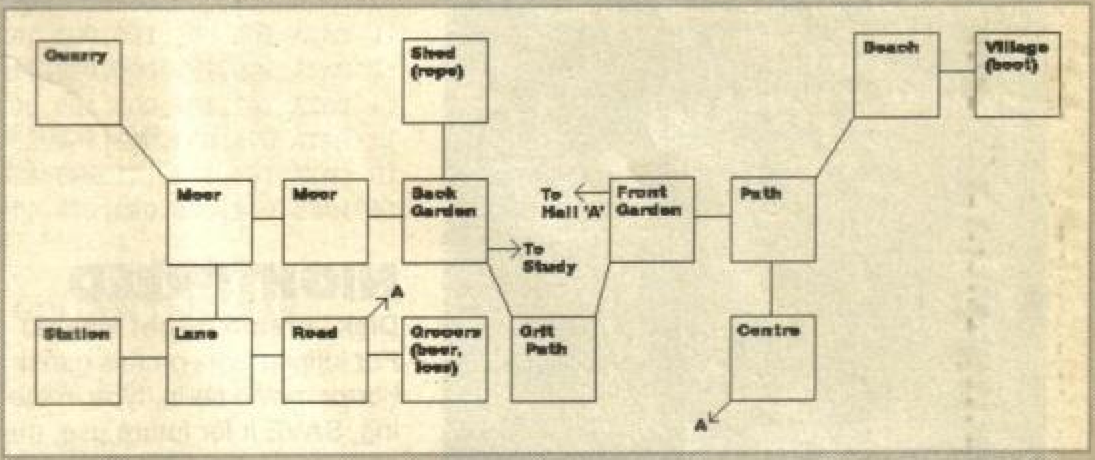
ISLAND


Slippery place
To shipwreck
Northern Cliff
Rocky head-land
B
Tower
Stone archway
Court-yard
Outside
Room
Down
Down
Cove
To ladder
B
Eastern tip (stump)
To stairs
Southern cliff
Hole

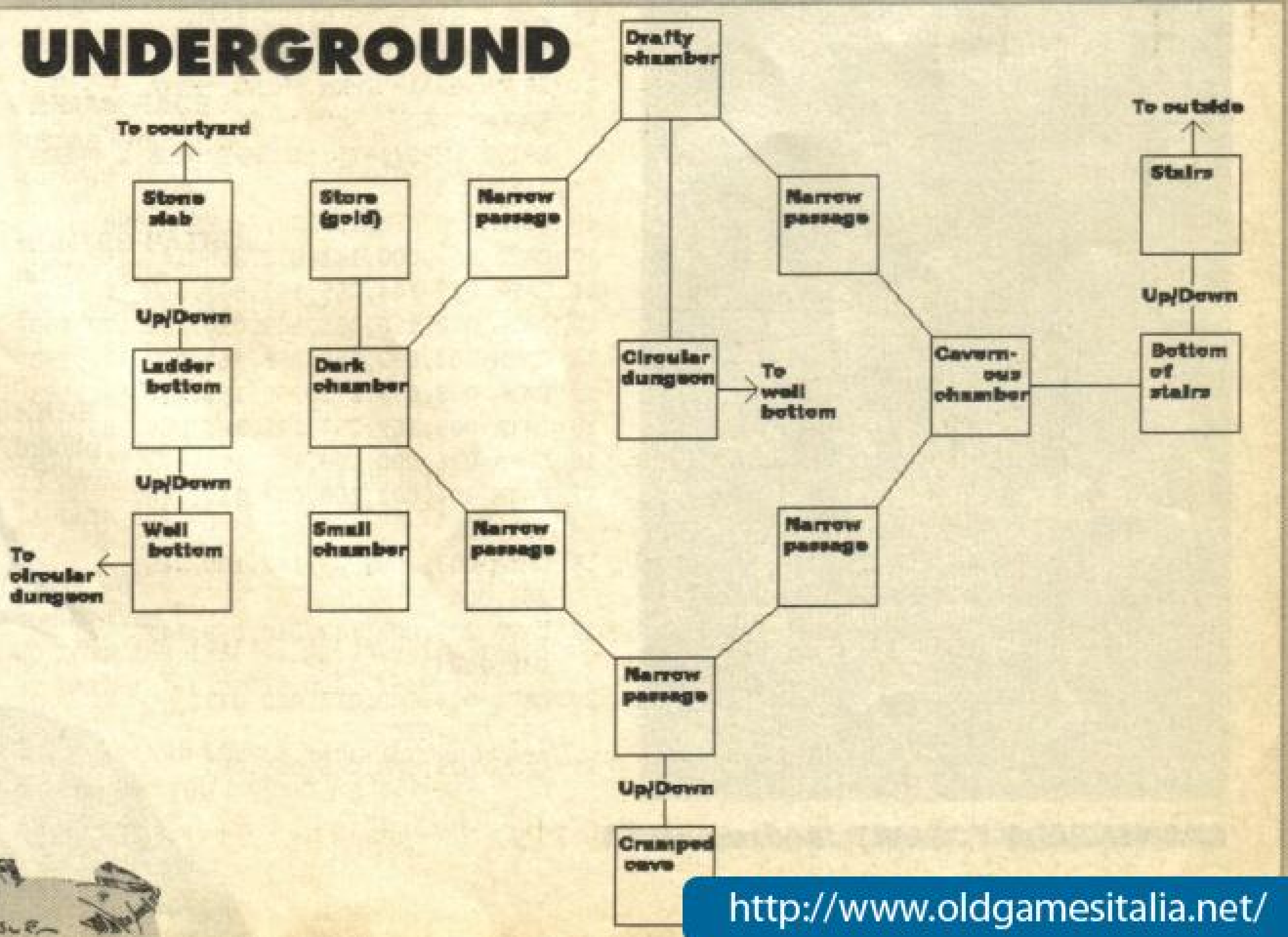
HOUSE


Veg Garden (spade onion)
Kitchen
Dining Room
Dark room
Pantry
To landing
Up
Hall 'B'
Hall 'A'
To front garden
Study
To Back Garden
Lounge (wireless)

OUTSIDE


Quarry
Shed (rope)
Beach
Village (boot)
Moor
Moor
Back Garden
To Hall 'A'
Front Garden
Path
To Study
A
Station
Lane
Road
Grocers (beer, loes)
Grit Path
Centre
A

UNDERGROUND


Drafty chamber
To outside
To courtyard
Stone slab
Store (gold)
Narrow passage
Narrow passage
Stairs
Up/Down
Up/Down
Ladder bottom
Dark chamber
Circular dungeon
To well bottom
Cavern-ous chamber
Bottom of stairs
Up/Down
To circular dungeon
Well bottom
Small chamber
Narrow passage
Narrow passage
Narrow passage
Up/Down
Cramped cave

POWER PACK

JOHN LOWE'S DARTS

This amazing listing will help your game immensely. It won't improve your skills, but it will stop the computer opponent/player two from scoring (but only on game one – normal matchplay).

```
0  REM DARTS CHEAT BY M PUGH
1  FOR X=516 TO 546:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3221 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 002,141,113,009,076,230,003,169
7  DATA 173,141,205,035,076,027,008
```

Now you can be even more of a slob and still be able to play darts.

SLICKS DEMO

Here's a rather porky menu listing which offers infinite time, no collision detection, plus a nifty 'Trainer Mode' (in other words invincibility and no loss of speed off-road).

```
0  REM SLICKS DEMO CHEAT BY M PUGH
1  FOR X=512 TO 559:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>5071 THEN PRINT "DATA
   ERROR":END
3  INPUT"INFINITE TIME Y/N";A$:IF
   A$="Y" THEN POKE 541,141
4  INPUT"NO COLLISION Y/N";B$:IF B$="Y"
   THEN POKE 546,141
5  INPUT"TRAINER MODE Y/N";C$:IF C$="Y"
   THEN POKE 551,141:POKE 554,206
6  POKE 157,128:POKE 512,32:POKE
   513,104:SYS 512
10 DATA 067,070,225,169,016,141,243,003
11 DATA 169,002,141,244,003,076,013,008
12 DATA 169,002,141,113,009,076,030,008
13 DATA 072,077,080,169,165,173,051,150
14 DATA 169,173,173,052,064,169,099,173
15 DATA 168,151,173,170,151,076,027,008
```

HÄGAR DEMO

Being a bloated Viking has never been easy, but Martin Pugh comes to the rescue yet again with this small (but perfectly formed) listing for infinite lives.

```
0  REM HAGAR DEMO CHEAT BY M PUGH
1  FOR X=516 TO 538:READ Y:C=C+Y:
   POKE X,Y:NEXT
```

FRAME
BUSTERS

Cheats for the cheapies – budget releases and Power Pack games get the 'busters treatment...

SHADOW WARRIORS

Disk version (Night Moves)

To complement the listing printed in *CF*17, here's the disk version for this martial arts kick-'em-up which gives you the choice of infinite lives and/or infinite time. Splendid.

```
0  REM SHADOW DISK CHEAT BY WAZ
1  FOR X=679 TO 731:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6070 THEN PRINT "DATA
   ERROR":END
3  INPUT "INFINITE LIVES Y/N";A$:IF
   A$="N" THEN POKE 715,202
4  INPUT "INFINITE TIME Y/N";B$:IF
   B$="N" THEN POKE 720,206
5  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
6  POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,005,160,002,162,215,032,189
12 DATA 255,169,000,032,213,255,169,202
13 DATA 141,104,003,169,002,141,105,003
14 DATA 076,052,003,169,234,141,105,135
15 DATA 169,173,141,209,121,076,000,008
16 DATA 068,080,082,079,071
```

NIGHTBREED

Disk version (Night Moves)

For infinite lives on this garish yet playable horror movie tie-in, type in the following listing, SAVE it for future use, then RUN it.

```
0  REM NIGHTBREED DISK CHEAT BY WAZ
1  FOR X=53088 TO 53180:READ
   Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>10319 THEN PRINT "DATA
   ERROR":END
3  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
4  POKE 198,0:WAIT 198,1:SYS 53088
10 DATA 169,000,141,032,208,141,033,208
11 DATA 032,144,255,169,001,168,162,008
12 DATA 032,186,255,169,010,162,179,160
13 DATA 207,032,189,255,169,000,170,160
14 DATA 008,032,213,255,169,147,141,183
15 DATA 009,169,207,141,184,009,169,000
16 DATA 076,000,008,162,173,173,152,008
17 DATA 201,002,208,003,142,144,
   065,201
18 DATA 003,208,003,142,100,066,
   201,004
19 DATA 208,003,142,010,068,142,
   032,208
20 DATA 076,000,013,068,073,
   083,067,076
21 DATA 079,065,068,069,082
```

MORE MULTIHACK DATALINES

We may have run out of Codies' games to hack, but there are still plenty of datalines left to do the business with. So, dig out those old Mastertronic games type in the following Multihack listing and go, go, go!

```
0  REM CODEMASTERS MULTIHACK LISTING
1  REM BY WARREN PILKINGTON
2  FOR X=512 TO 580:READ SPACE
   Y:C=C+Y:POKE X,Y:NEXT
3  IF C<>7483 THEN PRINT "DATA
   ERROR":END
4  READ Y:IF Y=-1 THEN POKE 157,128:SYS
   512
5  POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

Right, so you're ready to roll and become an instant wiz on all the following games. Yeah? No? What d'you mean you don't know what to do. We've already told you, twice! In issues 23 and 26 to be precise. Oh, so your dog eat those particular copies. Likely story. Hmm. Well, we'll be nice and go through the stages once more:

1) Type in the multihack listing.
2) Save the listing to tape for future use.
3) To use the listing you have to add a dataline (or sometimes a set of datalines) – they're

Life as one of the 'breed wasn't too bad, but it was hell finding a understanding hairdresser.

the things that follow this guide. Find the dataline(s) for the game you want to cheat on and add it (them) to the listing (which you've either just typed in or reloaded from tape).
4) Make sure that the game you want to cheat on is ready in your datassette.Now type RUN. If all is well, the message PRESS PLAY ON TAPE will appear. Do just that and the game will load automatically with the required cheats.
5) If a SYNTAX ERROR or DATA ERROR appears, then you've made a typing mistake. Re-check and scrutinise very carefully.
6) And that's yer lot.

1985
Infinite lives

```
20 DATA 169,000,141,228,093,096,-1
```

ACTION BIKER
Infinite lives

```
20 DATA 169,047,141,087,075,096,-1
```

BACK TO REALITY
Infinite lives

```
20 DATA 169,173,141,141,078,096,-1
```

BALL CRAZY
Infinite lives & bullets

```
20 DATA 169,000,141,015,160,141,234,159
21 DATA 096,-1
```

BMX RACERS – Infinite lives

```
20 DATA 169,138,141,097,045,169,002
21 DATA 141,098,045,096,-1
```

BMX TRIALS
More time, shorter distance

```
20 DATA 169,051,141,000,014,169,050,141
21 DATA 004,014,141,008,014,141,020,014
22 DATA 169,055,141,012,014,141,016,014
23 DATA 096,-1
```

BUMP SET SPIKE
Score stays at 0

```
20 DATA 169,015,141,074,124,096,-1
```

CAGE MATCH
Infinite energy

```
20 DATA 169,032,141,211,043,141,135,030
21 DATA 141,161,032,169,002,141,213,043
22 DATA 141,137,030,141,163,032,169,103
23 DATA 141,212,043,141,136,030,141,162
24 DATA 032,096,224,000,208,003,222,028
25 DATA 094,192,000,208,003,237,172,032
26 DATA 096,-1
```

THE CAPTIVE
Infinite energy

```
20 DATA 169,000,141,183,025,096,-1
```

CHILLER
Infinite lives

```
20 DATA 169,173,141,173,089,096,-1
```

COUNTDOWN TO MELTDOWN
(Infinite bullets & shields, low core temperature)

```
20 DATA 169,000,141,089,024,141,102,024
21 DATA 141,063,028,169,165,141,050,047
22 DATA 096,-1
```

CURSE OF SHERWOOD
Infinite lives

```
20 DATA 169,000,141,004,025,096,-1
```

Look Merlin, one more trick like that and you're out of the magic circle.

DESTRUCTO
Infinite lives

```
20 DATA 169,175,141,011,027,096,-1
```

EXCALIBA
Infinite lives & time

```
20 DATA 169,165,141,246,103,169,096,141
21 DATA 052,104,096,-1
```

FINDERS KEEPERS
Infinite lives

```
20 DATA 169,173,141,064,117,096,-1
```

FORMULA-1 SIMULATOR
Slows timer

```
20 DATA 169,001,141,051,019,096,-1
```

FORMULA-1 SIMULATOR –
3 cars per lap, 250mph

```
20 DATA 169,096,141,192,018,169,254,141
21 DATA 134,027,096,-1
```

HERO OF THE GOLDEN TALISMAN –
Infinite lives

```
20 DATA 169,173,141,146,052,096,-1
```

HOLLYWOOD OR BUST –
Jumps to end sequence

```
20 DATA 169,006,141,177,046,096,-1
```

HUMAN RACE
Infinite lives

```
20 DATA 169,165,141,159,019,096,-1
```

HUNTER PATROL
Infinite lives

```
20 DATA 169,234,141,091,036,141,092,036
21 DATA 096,-1
```

KANE
Infinite lives

```
20 DATA 169,173,141,044,033,141,130,035
21 DATA 141,230,035,141,248,139,096,-1
```

LAST V8
Infinite lives

```
20 DATA 169,173,141,237,027,141,158,028
21 DATA 141,178,030,096,-1
```

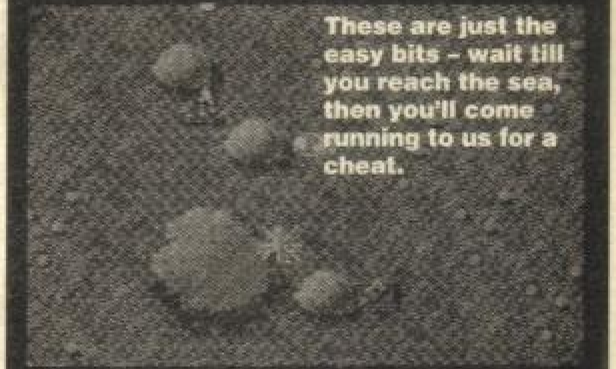
No! Yes! Ooer Missus. More datalines next month! Can you contain yourselves?

```
2  IF C<>2507 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 173,141,034,037,076,230,003
```

TWIN TIGER

Undoubtedly one of the best *SEUCK*ed games ever, *Tiger*'s later sea stages are unfeasably difficult. If you'd like to venture deeper into the game, try this listing POKE.

```
0  REM TWIN TIGER CHEAT BY M PUGH
1  FOR X=516 TO 541:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>2808 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 173,141,042,064,141,058,067,076
7  DATA 230,003
```


These are just the easy bits – wait till you reach the sea, then you'll come running to us for a cheat.

BOMBER

For more fun than a night out at Canary Wharf, type in this listing, SAVE it, then RUN it for infinite lives.

```
0  REM BOMBER CHEAT BY M PUGH
1  FOR X=516 TO 538:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>2532 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 173,141,072,024,076,230,003
```

COSMIC CAUSEWAY

This fast and frenetic sensory overloading experience is taxing at the best of times, so relax with an infinite time listing.

```
0  REM COSMIC CAUSEWAY CHEAT BY M PUGH
1  FOR X=517 TO 584:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6505 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,065,141,013,010,169,002
17 DATA 141,014,010,096,169,189,141,207
18 DATA 057,076,027,008
```

POWER PACK

SAMARITAN'S CORNER

Infinite lives? Extra firepower? Increased speed? I bet he drinks Carling Black Label.

Nope, he just used a Sam's Corner cheat.

LAW OF THE WEST

(Accolade/US Gold)

If, like Stuart Colebrook, you're a bit stuck for words when you meet other characters in this game, here's a handy list...

MEAN HOMBRE
- Yes, Son, and it's a pretty nice town.
- I've faced the toughest hombres around.
- I hear his gang might be comin' to town.

MISS ROSE
- How's the saloon business doin' lately?
- Are they planning something?
- It's OK Rose I'll protect you

MEXICALI KID
- You can't believe everything you hear.
- Well, I've heard some things about you!
- They say you're a liar and a coward!

DOCTOR
- I try to avoid gunfights, if possible.
- Heard any good rumours lately?
- What are they comin' for?

SHOTGUN MAN
- It's right pretty, son, but put it away.
- Drop it right there.
- Son, you're in a heap of trouble.

WEE WILLIE
- Hey, Willie, would you like some candy?
- Can we talk, Willie?
- Good, now what's your secret.

MISS APRIL
- Hello. Did you let school out already?
- Oh, what's that?
- Tell me more.

GAMBLER
- You been cheatin' 'em again, Gambler?
- I asked if you been cheatin'.
- That might not be too far in the future.

DEPUTY
- I should ask you that question, Deputy.
- Anything happening there?
- Well, let's go then.

BELLE
- Doin' any more cattle rustlin', woman?
- You need a man to take care of you.
- Yeah, I kinda like your spunk. (Oo-er)

ASSASSIN
- What's it to you, punk?
- You're looking at him.
- I'd say confident.

After a hard day shooting gangsters Ness found that he was locked out of his flat.

UNTOUCHABLES

(Ocean/Hit Squad)

Stacks of people have been writing in for help with this superb movie tie-in, including Jimmy Levene, Ryan McPhillips, Christopher Richards, John Lione, Francois Low, Paul Bakerswood, John Duffy, K Samuel, Wayne Lewis and Dale Cartwright. Rather than repeat the cheat mode, here is a top-notch listing for infinite energy, infinite time and infinite shots on the last level.

```
0  REM UNTOUCHABLES
   CHEAT BY M PUGH
1  FOR X=346 TO
   446:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>11512 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 346
10 DATA 032,086,245,169,032,141,186,003
11 DATA 169,112,141,187,003,169,001,141
12 DATA 188,003,096,072,077,080,169,173
13 DATA 141,037,168,141,128,173,169,032
14 DATA 141,017,004,169,139,141,018,004
15 DATA 169,001,141,019,004,238,032,208
16 DATA 096,238,043,004,160,173,173,016
17 DATA 151,201,104,240,009,016,014,140
18 DATA 029,150,140,017,151,096,140,190
19 DATA 134,140,048,159,096,173,016,151
20 DATA 201,198,240,010,140,025,149,140
21 DATA 177,149,140,066,148,096,140,198
22 DATA 156,140,028,158,096
```

LITTLE COMPUTER PEOPLE

(Activision)

Scott Diamond is close to breaking point; his adopted *LCP* simply won't co-operate, no matter how hard he tries. If you're in the same boat, load up your *LCP* and reset the computer. Now type in the following listing and RUN it to bring up a complete vocabulary list.

```
0  REM LCP VOCABULARY POKE
1  FOR A=49721 TO 51545:B=PEEK(A)
2  IF B=33 OR B=64 OR B=128 THEN B=44
3  IF B<>44 OR C<>44 THEN ?CHR$(B);:C=B
4  NEXT
```

CJ IN THE USA

(CodeMasters)

Having problems with the pachyderm's American excursion? Steven Crawford, Lee Mullan, Thomas Beaumont, P Souter, James Simpson, Martyn Chislett and Ian Wright are. Tell you what, you need a cheat, and it just so happens I've got one handy. On the title screen, type IVE GOT A LOVELY BUNCH OF COCONUTS (with spaces). The border will change colour, and infinite CJs are yours. If you're still having trouble, check out the complete solution in *CF*22, *CF*23, and *CF*24.

STRIDER

(US Gold/Kixx)

An appalling conversion, but if you crave for infinite lives like Chris Blackadder, Andrew Harper, Chris James, Leo Barker and Gary Ramshaw, type in the following listing, SAVE it, then RUN it.

```
0  REM STRIDER CHEAT BY WAZ
1  FOR X=384 TO 432:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>5175 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 384
10 DATA 032,086,245,169,168,141,208,008
11 DATA 169,057,141,209,008,076,016,008
12 DATA 169,032,141,045,005,169,165,141
13 DATA 046,005,169,001,141,047,005,076
14 DATA 000,008,087,065,090,238,032,208
15 DATA 206,032,208,169,173,141,187,137
16 DATA 096
```

SIX STEPS TO COMPLETE HAPPINESS

1 Get hold of a postcard or sealed envelope.
2 Jot down the game(s) you're stuck on (including the publisher).
3 Specify the type of cheat you'd prefer.
4 Include your name and address.
5 Stick a stamp on the front and post it to; Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.
6 Erm... be happy.

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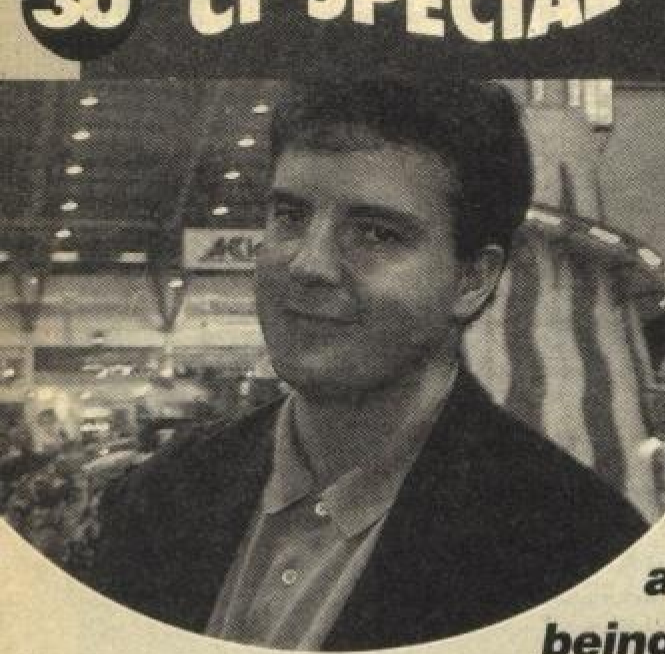
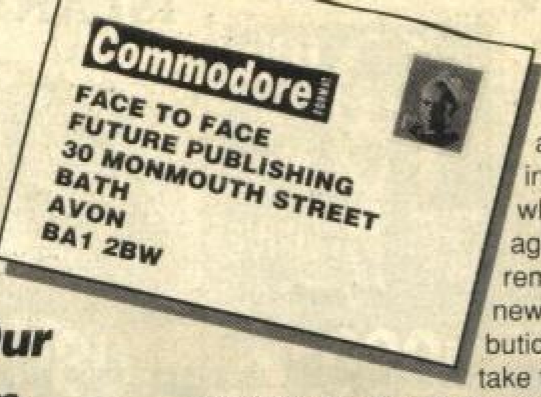


"Us, rig a question? Do you think we want to show people the kind of useless trivia you need to know to be a Publisher? Um, yes actually...

Here they are – the questions we feared to ask, so got you to ask instead. Our boss, Greg Ingham, reveals everything (well, a few things, anyway) about being a magazine publisher...



Commodore FORMAT

FACE TO FACE
FUTURE PUBLISHING
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FACE TO FACE

Tricky one this. How to introduce our boss, the Group Publisher of Future's Leisure Division (which does all the world's spiffiest computer games mags)? Do we go for the "smarm, smarm, where's the raise?" approach? Or the jokey, "So, what does the lazy old so-and-so do all day?" approach? (*No! – Ed.*) Maybe we'd better just tell you that he has overall responsibility for 13 computery-type mags, including *CF*, *Sega Power* and *GamesMaster*, and leave the rest up to you...

How did you become a Publisher?
Richard Carlson, Staines
I began as a journalist (*for the computer trade magazine, CTW – Ed*) writing about the computer games industry and consequently I got to know Future's boss Chris Anderson. Because I happened to know 47 disgusting secrets about him, I blackmailed him into making me a publisher. I would advise anyone wishing to be a publisher to go the same route... (*But how did you find out those 47 things? – Ed.*)

> **As long as we remain market leaders we're likely to attract the best writers.**

What does a Publisher actually do?
Phillipa Rush, Ravenswood
A Publisher is a demi-God, a ruler of his domain, a... (*that's enough of that – Ed*). Okay, a Publisher is someone with overall responsibility for every aspect of a magazine – writing, design, advertising, promotion, direction, financial well-being, etc, etc. Of course, the actual work is done by experts so that Publishers can spend the day shuffling paper, having meetings and 'doing' lunch with assorted would-be senior bods who are all likewise in search of a function. No, really...

Why did you launch *Commodore Format*?
Scott E Smith, Burghill, Herefordshire
We launched *CF* because we believed that there were legions of 64 owners who weren't being well served by existing titles. And we were right, because they all flocked to buy *CF*. Oh, and it seemed like a good idea at the time.

How long will *CF* go on for?
Daniel McKellern, Kirkcaldy
It will go on for years yet! We haven't even begun to think of the possibility of its not being around. As long as there are enough readers sufficiently pleased with *CF* and their 64 to buy it each month, then we'll continue to publish.

What makes a good computer magazine?
Sam Ho, Newport
Talented, motivated people, in a nutshell. (*But we work in an office – Ed.*) If I say any more than that it would be revealing the state secrets of Future Publishing.

Are all your writers gaming experts?
Adrian Fillington, Chester
Yes, pretty much (except that James Leach...). It helps all the readers if our writers are the best in the business. And as long as we remain market leaders then we're likely to attract the best.

Why does the price of the magazine go up when there's a second tape? Isn't it supposed to be a free gift?
Amanda Beeling, Lym, Cheshire
Two things: the second tape isn't really meant to be a free gift and we only put the price up to cover the cost of the tape. The extra tapes are meant to be an additional, interesting feature to the whole magazine package. As for the price, remember that the newsagents and distribution trade all have to take their proportion. Duplicating some 70,000 extra tapes is an expensive business but we believe that most readers regard the double tapes as superb value for money. If you don't, then please please write in to Trent to tell him.

***CF* said that the C64 was going to be one of the machines in the games championship at the FES but it wasn't? Why?**
Dave Millward, Woking
At the planning stage, it did look as though it would be possible for the 64 to be featured in the championships. But sadly once we got motoring we found that Virgin Retail (who provided the venues for the heats) and Yorkshire TV (who filmed it all for *Bad Influence!*) and the various software houses all preferred to concentrate on Sega, Nintendo and Amiga systems. It's all a bit bonkers, but there we have it. Sorry.

QUICKIES

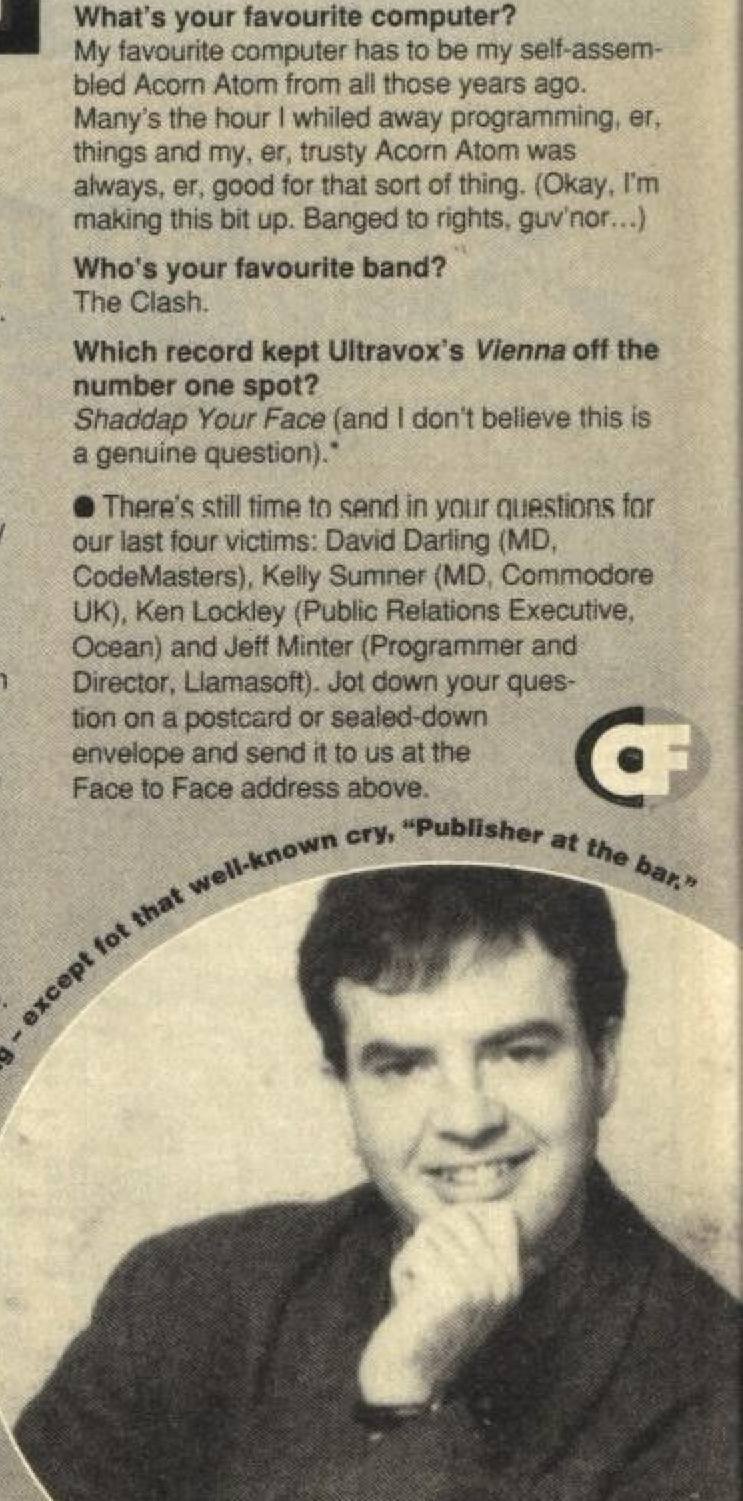
Who's your favourite character in *CF*?
Ah, that's really unfair! How could I possibly upset all the others by letting everyone know that I think Roger Frames is ace?

What's your favourite computer?
My favourite computer has to be my self-assembled Acorn Atom from all those years ago. Many's the hour I whiled away programming, er, things and my, er, trusty Acorn Atom was always, er, good for that sort of thing. (Okay, I'm making this bit up. Banged to rights, guv'nor...)

Who's your favourite band?
The Clash.

Which record kept Ultravox's *Vienna* off the number one spot?
Shaddap Your Face (and I don't believe this is a genuine question).*

● There's still time to send in your questions for our last four victims: David Darling (MD, CodeMasters), Kelly Sumner (MD, Commodore UK), Ken Lockley (Public Relations Executive, Ocean) and Jeff Minter (Programmer and Director, Llamasoft). Jot down your question on a postcard or sealed-down envelope and send it to us at the Face to Face address above.



This man fears nothing – except fot that well-known cry, "Publisher at the bar."

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GETTING AN AMIGA? THEN GET THIS:

AMIGA POWER

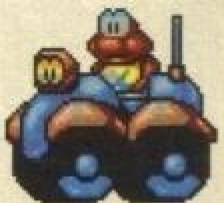
The magazine with the right attitude.

In the January issue...

INDIANA JONES

The whipmaster is back and reviewed in this very issue. In Lucasfilm's latest and greatest graphic adventure, Indy and sidekick Sophia must go the distance with another bunch of evil nazis, in an adventure that will lead to the lost city of Atlantis.

JAMES POND III



In our two page preview we talk to ace programmer and Pond creator Chris Sorrell about *Operation Starfish* – Pond's toughest assignment yet.

NIGEL MANSELL

Gremlin's 'tache-tastic racing game finally gets the AP review treatment this month. Love Mansell or hate him, there's no ignoring this ultra-fast 3D sim – but can it really compete with the likes of *F1GP*?

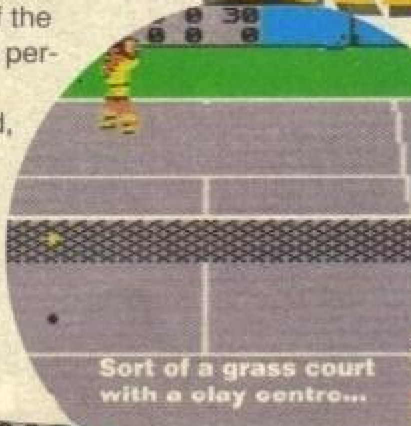
...And: We reveal the results of our Design A Game Competition – you won't believe the winning entry.
Also reviewed: *KGB*, *Trolls*, *Wing Commander*, *Gobliins 2* and *Rampart*.

AMIGA POWER
WE RATE THE 100 BEST GAMES
ANTS!
WILLY IN CASTLE OF DREAMS
THE WIZ!
MAGIC? WELL, IT MIGHT JUST BE...
THE ULTIMATE AUTUMN PREVIEW

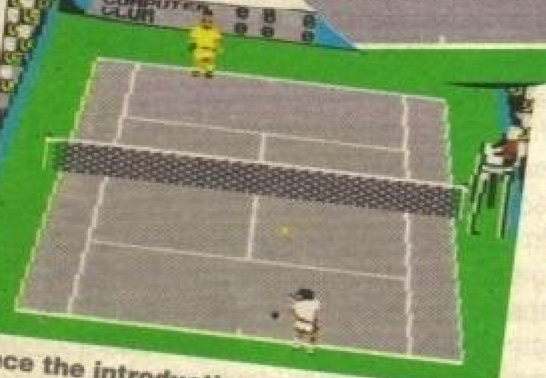
INTERNATIONAL TENNIS

Twas deep mid winter that Zeppelin finally release their long-awaited tennis sim. Instead of jumping on the Wimbledon bandwagon while all the famous players are still on our minds, they've waited until a time of the year when any sane person, even the Boris Beckers of this world, would be more likely to strap tennis racquets to their feet than rush out on to an icy court.

Here we have a tennis sim in which, for once, actually making contact with the ball is not too difficult, as long as you're in vaguely the right area of the court. The skill comes in when you're placing the ball in your opponent's bit of grass. The slightest waggle of the joystick when you strike the ball can mean the difference between defeat and deuce.



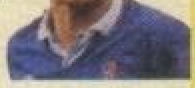
Sort of a grass court with a clay centre...



Since the introduction of the electronic eye the umpire had a very strange stare.

The sprites are extremely mobile and speedy, making for very quick matches. The whole thing is simply, but well, drawn. Temperamental players throw their racquets down in anger at the umpire's call. Crowds cheer in ecstasy (I think that's what the noise is, anyway – either that or they're taking part in a mass Veritable Port Salute cheese grating ceremony) when you manage to serve an ace and the ball hitting the grass effects, although a bit flat, are perfectly timed to the action.

Although it's 'only' a tennis game, for a £3.99 original, *Int 10* (as it's become known to its friends) is a definite barg. Long term, if you're not that big a tennis fan then tedium might well set in. If, however, you're the next Jeremy Bates, it might keep you in practice till the rainy season begins again.



CLUR

INTERNATIONAL TENNIS
ZEPPELIN ☎ 091 385 7755
CASSETTE ● £3.99 ● OUT NOW

POWER RATING

100
90
80
78
60
50
40
30
20

UPPERS

- Smart graphics and atmospheric sound fx.
- Variable difficulty levels so that the computer can improve as you do.
- Choice of one- and two-player modes.

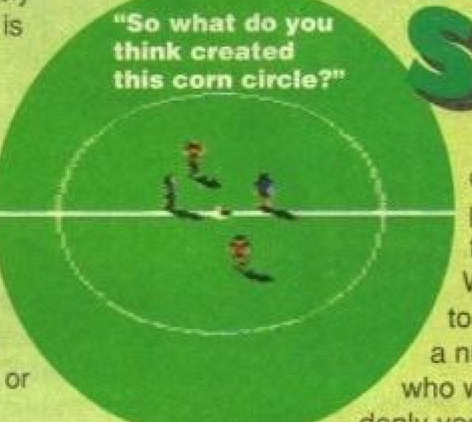
- Debatable life span.
- It's not exactly the world's most challenging game.

DOWNERS

GRAEME SOUNESS INTERNATIONAL SOCCER

Straightforward, no nonsense pure computer footie action, that's one way of looking at *Graeme Souness International Soccer*. Severely lacking in options or variety is another. It has to be admitted, Witchfinder General Matthew Hopkins gave witches more choice than you get here. The only pre-match decisions you have to make are what colour shirts you want the teams to have and whether you want to start playing up or down the pitch.

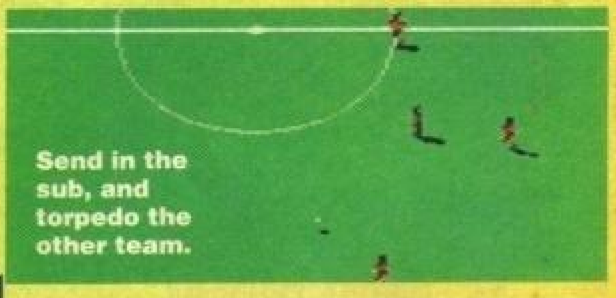
There are no league or championship competitions, no training or managementy bits and no tactical decisions, such as what formation you want your team to play in. But despite the absence of bells and whistles (apart from the referee's) *Graeme Souness International Soccer* is actually not all that bad.


"So what do you think created this corn circle?"

The matches are played using the standard computer soccer routine. You only control one player at any time, and he's chosen by the computer. Which player is chosen depends on the the direction and speed of the ball and the proximity of the player, though, with the amount of times it never seems to be the player you want, it might as well be the conjunction of stars in Taurus. While this isn't a problem particular to this game, it does seem more of a nuisance than usual, as the player who was running towards the balls suddenly veers away and the new one doesn't seem to be anywhere on screen.

On the other hand the players are well-drawn, the action is fast and furious and it's dead easy to get into. Playing against the computer is a bit of a chore, but in two-player mode the game really takes off. As a computer kick-around that you can load and play with the minimum of fuss it does have a certain no-nonsense appeal. *Kick Off 2* has nothing to worry about, but at £3.99 *GSIS* is worth checking out if you like this sort of thing.

DAVE


Send in the sub, and torpedo the other team.

GRAEME SOUNESS INTERNATIONAL SOCCER
ZEPPELIN ☎ 091 385 7755
CASS ● £3.99 ● OUT NOW

POWER RATING

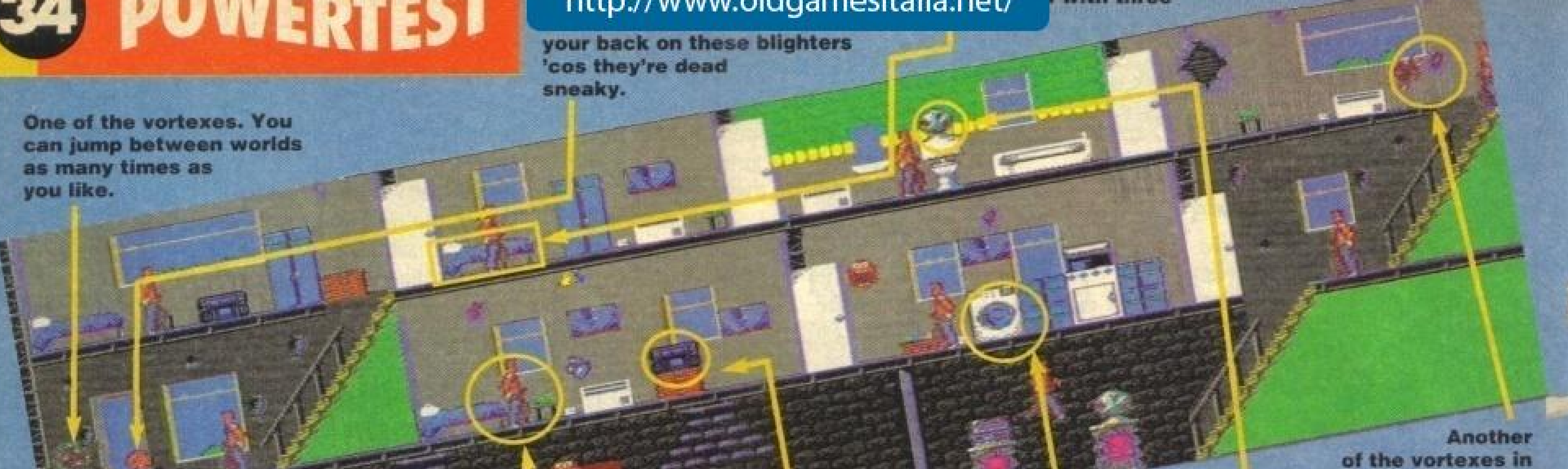
100
90
80
70
65
50
40
30
20

UPPERS

- Fast and furious action.
- Great graphics
- Very easy to get into.
- No managementy bits.

- Virtually no options.
- Often you don't control the player who's nearest the ball.
- Unresponsive controls.

DOWNERS



with three

your back on these blighters 'cos they're dead sneaky.

One of the vortexes. You can jump between worlds as many times as you like.

The hero, Harris, an ex-cop turned cartoon artist.

Harris' hi-fi, coveted by the evil doodles of the Cool World.

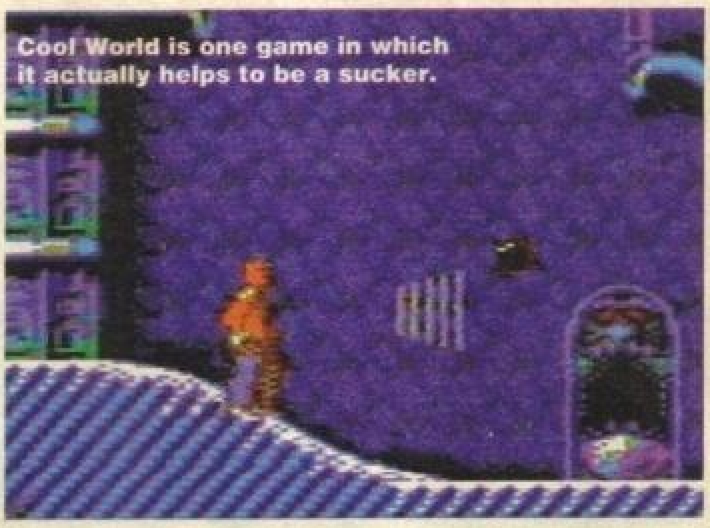
A single fella with owning a washing machine? Not very realistic.

We reckon that this is a globe – what it's doing on the toilet we'll not entirely sure.

Another of the vortexes in Harris' house. First Jump and then jab Down on your joystick to leap through to the land of toons.

COOL

Is nothing taboo? Well, apart from the language Ollie uses when he lets a goal in during five-a-side it seems not. You see, Cool World is a game about... well, there's this character who... well, it's just that... Um, let Clur try to explain what 'to cock a doodle' means...



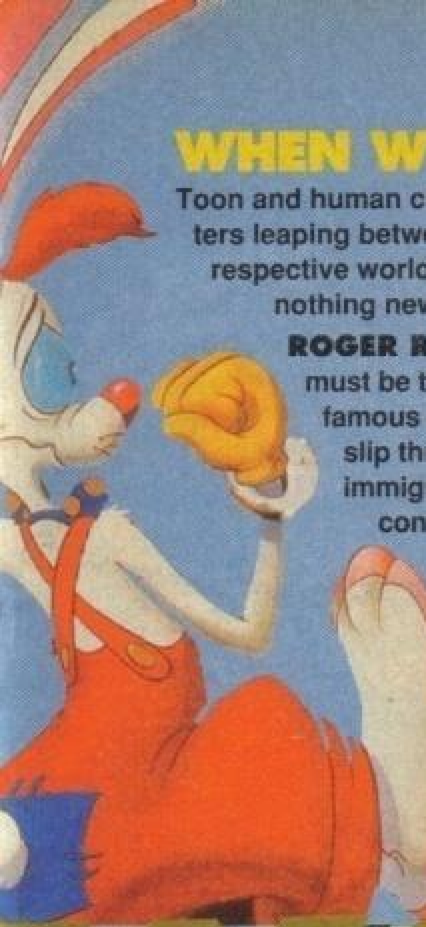
Cool World is one game in which it actually helps to be a sucker.

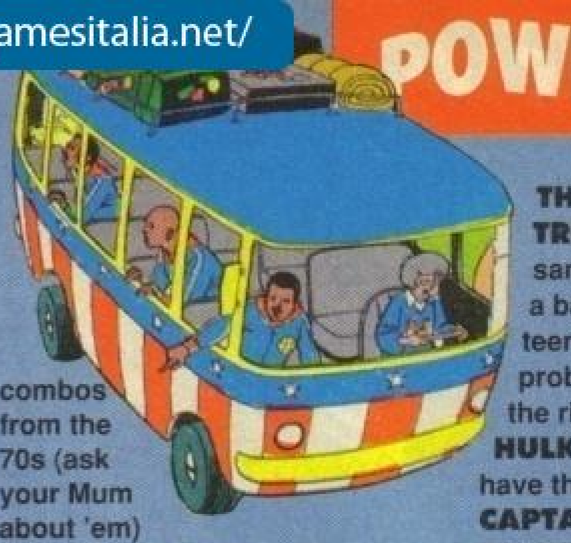
Don't be fooled by what you read in the press – so far I've not come across anything vaguely raunchy or rude in *Cool World*. If you've seen the ads for the game featuring the rather curvacious figure of Holli Would, and read the blurbs about her sex-starved antics you might have been lead to expect an X-certificate game along the lines of *Cover Girl Poker*. But there's no reason for Ms M Whitehouse to get upset about the game – it's a simple platform shoot-'em-up with minimal plot and some nice (not risqué at all, really) intro screens. In fact, Holli hardly seems to feature in the game at all. Harris, the hero of the game, who's an ex-cop turned artist, is, thankfully, fully clothed. The most risqué the game gets is featuring a toilet and a washing machine. (Whoever heard of a single man having his own washing machine, anyway?)

The game is based on a film called (would you believe?) *Cool World*. Haven't heard of it? That's not surprising since it did so badly in the US it's being released straight to video over here. So what's it all about, Alfie? Erm, tricky one that. But here goes...

Holli's a doodle (a cartoon drawing by Harris) who lives in the two dimensional Cool World populated by folk known as doodles. She has a burning desire to be 'close to' a flesh and blood man from the real world instead of very flat men she normally has to put up with (you can't 'cock a doodle', as she puts it so euphemistically), and she's chosen Harris as her victim.

You play Harris who's found a vortex between his world and Holli's in his living room. He knows nothing about Holli's plan, only that a load of doodles are nipping through the vortex and nicking his video, telly, hi-fi stacking system and fondue set, and he's not happy about it. The doodles have created the vortex because their ultimate plan is to take over the





WHEN WORLDS COLLIDE

Toon and human characters leaping between their respective worlds is nothing new:

ROGER RABBIT must be the most famous toon to slip through immigration control.

THE PENGUINS IN *MARY POPPINS* AAhh! How cute can you get? (*Have you seen that girl in the Nescafé ad with the VW Beetle? – Dave.*)

RONALD REGAN The only toon to be made president.

TOM AND JERRY Who onced once tap danced with Gene Kelly.

BAD INFLUENCE Have you seen their opening credits? No? Then think yourself lucky and avoid at all costs.

BUSTER KEATON Only a cartoon could do the stuff he did and survive to middle age.

THE OSMONDS and THE JACKSON FIVE Two beat combos from the 70s (ask your Mum about 'em) who were given the full Hannah Barbera treatment – yep, caricatures that looked nothing like the groups and two-frames per second animation that was about as smooth as a Mickey Rourke's chin on a Monday morning.

THE HARLEM GLOBE TROTTERS Pretty much the same story (except they were a basketball team and not a teeny pop band – though they probably could have been with the right producer)

HULK HOGAN No man could have that many muscles.

CAPTAIN PUGWASH He's now the Chief Engineer on the QEII.

TRON The most famous man-goes-into-computer-and-fights-the-CPU story ever.

THE CAST OF ELDORADO Not really cartoons, these lot are, in fact, a bunch of two-dimensional characters that no-one has bothered to animate.

WORLD

real world completely and rule it with their strong, but inky, fists – but for the moment a few consumer items will do.

The aim of this shiny platformer is to maintain the balance between the cool and real worlds. If too many toons are over here, over paid and underworked or if they drag too much real world stuff into their world then the imbalance is too great and they've won. Confused? Don't fret, even TMB took a while to figure this plot out.

You're armed with a fountain pen that both shoots and sucks. Shoot an ink pellet to turn a doodle into a black ink blob, then hold down fire to suck the blob into the ink reservoir in your pen. It's impossible to destroy every toon this way. The more you bust and suck, the more doodles appear. But it's not all in vain – each doodle you suck into oblivion means a few seconds taken off the time that you have to maintain the balance, making life a bit easier. Plus any blobs you don't suck turn into a nasty firing thingies.

Each level takes place in a different building. The game starts out in Harris' house. There are a couple of vortexes open between the two worlds and loads of evil little doodles are coming through.

Harris can use these vortexes too – he can jump between the worlds and do battle with the doodles on both fronts. So if the doodles do grab Harris' vid, all is not lost because you can send him into Cool World to find it and send it back to the real world, so helping to keep the balance.

Harris is excellently animated; the sprite jumps and crouches in a very life-like way. The toons look fab – there's even a Roger Frames look-alike wandering around, along with plenty of other weird, ugly things. The levels are reasonably large, usually around three or four times the size of the screen. The main problem is the lack of a concrete goal, to aim for (*I wouldn't want to use one of those in five-a-side – Ollie*).

The 'maintaining a balance' theme is novel but lacks a sense of purpose – you don't get that feeling of elation when you complete a level which you get, say, when you cross the finishing line in a racing game. And with all the levels looking pretty similar in terms of the baddies you meet as well as the backgrounds – there is little incentive to progress through the levels.

Maybe it's just me, but this particular doodle looks a lot like our Roger.

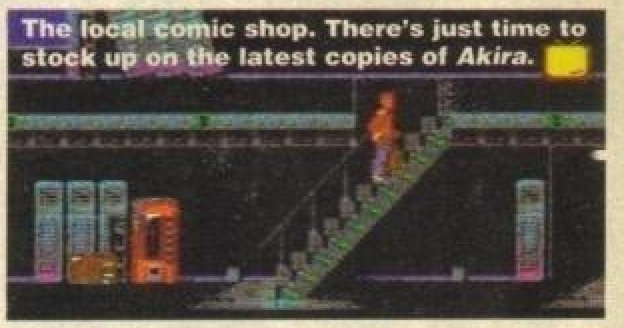
You are armed with a fountain pen that both shoots and sucks

Having said that, the great thing about *Cool World* is that things can end up getting very manic. There are doodles coming at you from all sides (touch one and you lose a third of your energy), there's a danger signal flashing at you and lots of very odd sound effects, which all add to the growing confusion. It's great fun to play at first, but long-term appeal is limited by the saminess factor. Compare it with, if you like, having as many peanut butter and jam sandwhiches as you could ever eat. Soon enough, you'd end up feeling sick at the mere sight of the nut and strawberry treats. (*Speak for yourself – Dave.*)

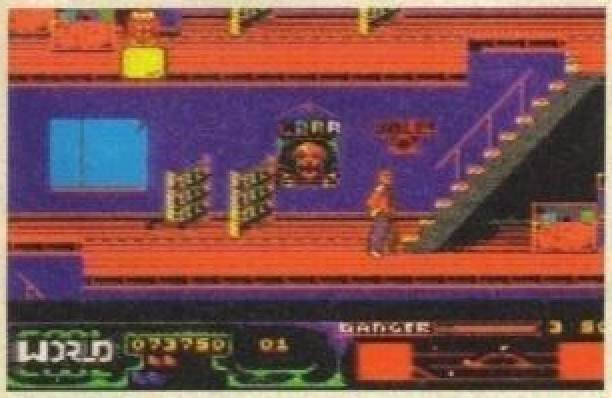
One thing that has been bugging me is the absence of any human life in the real, or cool, worlds apart from our hero. Maybe if you had to rescue someone at the end of the level, from the evil clutches of the mean doodles, it might have been more fun. One has to have a point in life, you know, (*hey this is getting deep – Ed*); just living to survive doesn't make for an exciting existence or enthralling gameplay, for that matter.

At the heart of *Cool World* is a great idea and executed a little better the game would have been great. As it stands this licence is fun for a while, but, if you like value for money in the form of lastbility you'll probably turn back to *Turrican II* before you know it.

CLUR



The local comic shop. There's just time to stock up on the latest copies of *Akira*.



My junior school never looked like this, not even in my wildest nightmares.

COOL WORLD

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POWER RATING

85

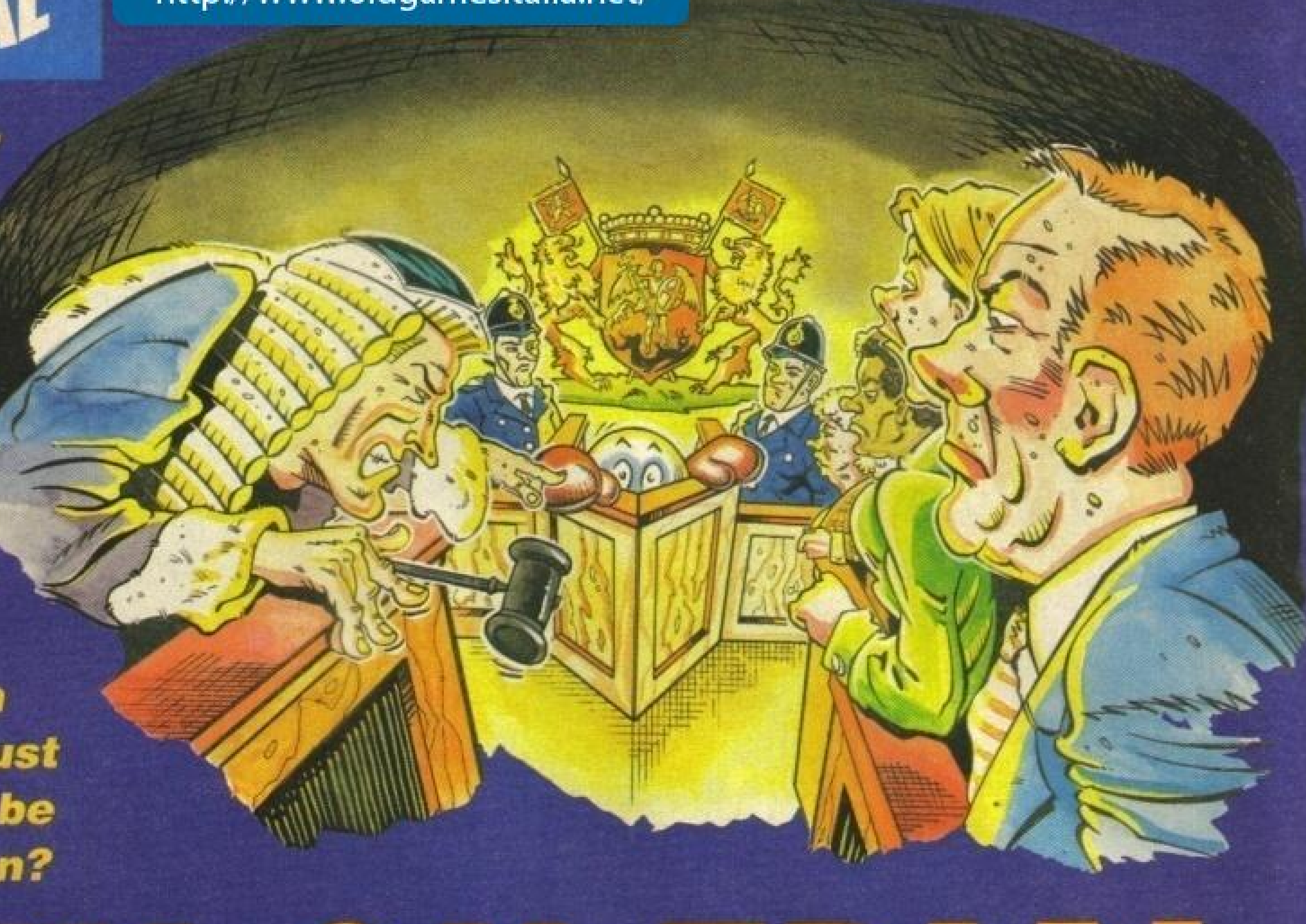
UPPERS

- Good animation on the main character.
- Large, colourful levels.
- Smooth scrolling and fast action.
- A very weird weapon.

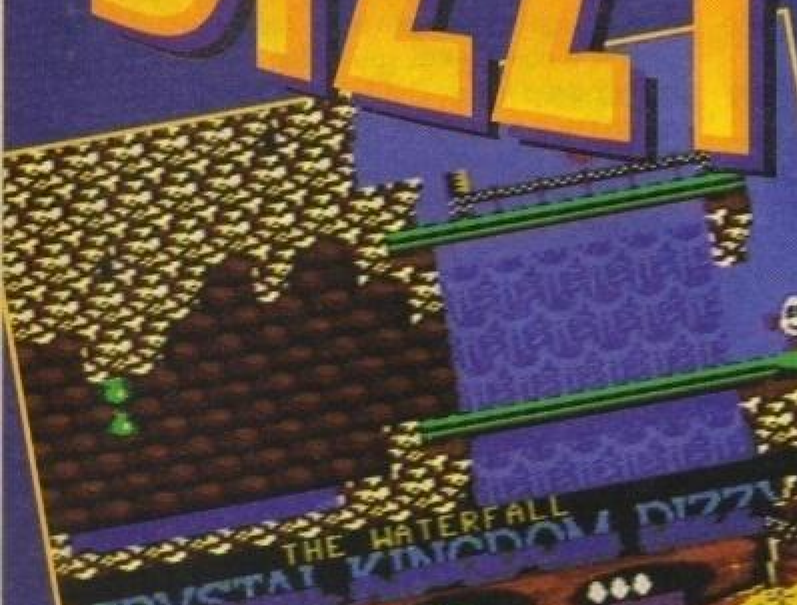
- There's not much long-term appeal.
- Restrictive gameplay, it's all a bit samey

DOWNERS

Ladies and gentleman of the jury, before you stands a computer gaming legend, now accused of being criminally past his sell-by date, out-moded, dull and resting on his laurels. You must decide: should he be allowed to carry on?



DIZZY ON TRIAL



Hey! The latest *Dizzy* game and finally one that doesn't look like it's taking place in the dead of night. Don't worry, though, fans. Some things never change, like the plot.

THE PROSECUTION

PRESENTED BY DAVE GOLDER ON BEHALF OF CF:

"*Dizzy* is old fashioned, predictable and deadly dull. He is surviving purely on his past glories, based on a spurious reputation – none of the games have ever been spectacular and a lot of them have been decidedly humdrum. The adventurse are almost impossible to tell apart with a control system that's more irritating than wearing a sandpaper-lined pair of jogging pant while the arcade games are just inferior rehashes of other arcade games."

THE DEFENCE

PRESENTED BY RICHARD EDDY* ON BEHALF OF CODEMASTERS:

"Obviously Dizzy is not past his sell-by date or we wouldn't continue publishing *Dizzy* games. It's too easy to say that all *Dizzy* games are all the same; take off your rose-tinted spectacles and compare the original game to the new *Crystal Kingdom* adventure. Players can trust *Dizzy* games to be of a certain standard and rely on a games-playing technique they've built up from playing previous *Dizzy* games. Dizzy is still a hugely popular character and obviously you can't expect everyone to like him. But for those who do, he's a proper star."

FOR THE PROSECUTION

EXHIBIT 5
THE GAMES

Let's have a look at *Dizzy*'s track record and see what kind of a contribution he has made to computing history:

- *Dizzy* – The original adventure. Pretty small, pretty primitive, pretty dull.
- *Treasure Island Dizzy* – Pretty much the same as the first game but with a slightly different plot. Sales around 50,000.
- *Fast Food* – The first arcade game, it's like *Pacman* with burgers.
- *Fantasy World Dizzy* – First appearance of Daisy, Dylan, etc. Otherwise pretty similar to the last adventure. Sales around 60,000.
- *Kwik Snax* – Second arcade *Dizzy*. This time it's *Pengo* with *Dizzy* superimposed. Sales around 40,000.
- *Magicland Dizzy* – First adventure coded by Big Red Software (Paul Ransom's lot) but it's not a devastating departure from the usual format. Sales around 60,000.
- *Panic Dizzy* – This time around it's *Tetris* meets *Klax* with *Dizzy* superimposed. Getting the idea? Sales around 25,000.
- *Spellbound Dizzy* – Big but muddled. Vague attempts to do something different. Confusing and very hard. Strangely many people's favourite *Dizzy*. Sales unknown.
- *Dizzy Prince of the Yolkfolk* – Okay, this adventure is actually not too bad. Sales unknown (but doing well).
- *Dizzy Down The Rapids** – *Toobin'* with Dizzy superimposed. Yawn. Sales around the 10,000 mark.
- *Bubble Dizzy** – *Underwurlde* with Dizzy imposed. What next? *Dizzy Lemmings*? *Trailblazing Dizzy*? *Dizzy Soccer Manager*? Sales around 20,000.
- *Crystal Kingdom Dizzy* – First to be coded on the C64. The control system has finally improved, but the puzzles are as predictable as ever. Sales unknown.

* It's hardly surprising these two are so lacklustre as they are both hand-me-downs from the first NES *Dizzy* game *The Fantastic Adventures of Dizzy*, being based on sections of it. So is this what the 8-bits are going to be fobbed off with from now on?

FOR THE DEFENCE

EXHIBIT 1 THE CHARTS

In the latest C64 charts there are no less than seven *Dizzy* games in the top 80. The highest at Number 8 is *Dizzy game Prince of the Yolkfolk* which has made it to the Top Ten despite having been previously released as part of a compilation. It is also CodeMasters's biggest-selling game of the season for the 8-bits. Hardly what you'd expect from an 'over-the-hill' character.

FOR THE PROSECUTION

EXHIBIT 4 WHAT THE PUNTERS THINK

Here's a selection (and, yes, M'Lud, a representative one) of the comments that the *CF* crew collected from readers at the Future Entertainment Show at Earls Court:

"I don't really like *Dizzy*. I bought *Treasure Island Dizzy* and swapped it."
John Duffy, Peterborough.

"I don't want to see any more *Dizzy* games because they're all the same."
Stephen Thomas, Beckenham

"They're just straight copies from the Spectrum, so the graphics aren't great."
Mad of Pavda

"He's very good, but there should be more real life situations." (*In a story about a talking egg? – Ed.*)
Matthew, Sheffield.

"He's playable. I like the games. My favourite is *Spellbound*."
Kevin Barton, Newcastle.

"I'm getting a bit bored of him now."
Philco, CF Reader

THE CHIEF WITNESS

Judge: Call the first witness.

Defence: The defence's first witness to the stand is Philip Oliver, of the Oliver Twins. Philip and his brother Andrew are the brains behind the *Dizzy* phenomenon.

Philip: We dreamt up, designed and programmed the first five *Dizzy* games. Then we moved on to the Nintendo and spent 18 months coding the *Fantastic Adventures of Dizzy*. Paul Ransom of Big Red Software then took over the coding chores, but we still had a word in the design. *Prince of the Yolkfolk* was one of Paul's and we think he's done an excellent job.

Defence: So how did *Dizzy* come about?

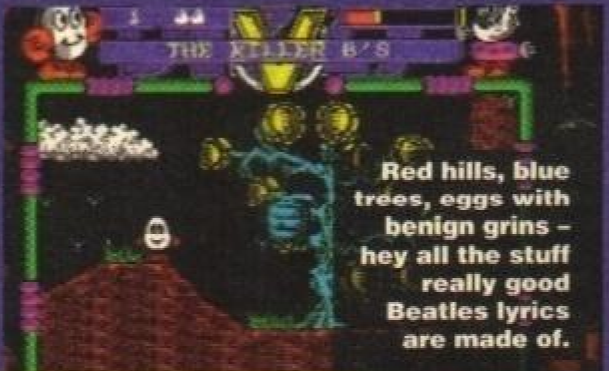
Philip: In the early days all CodeMasters were producing was sims. *Dizzy* was a sort of a way of telling them not to put all their eggs in one basket. We wanted to do something more original. Both of us were really keen on cartoons – Road Runner, Bugs Bunny, that sort of thing – and we wanted to create a cartoon you could control, which was a tall order on the Spectrum. The first game had "The ultimate cartoon adventure" on the box – we insisted on that.

Defence: Why has *Dizzy* been so enduring?

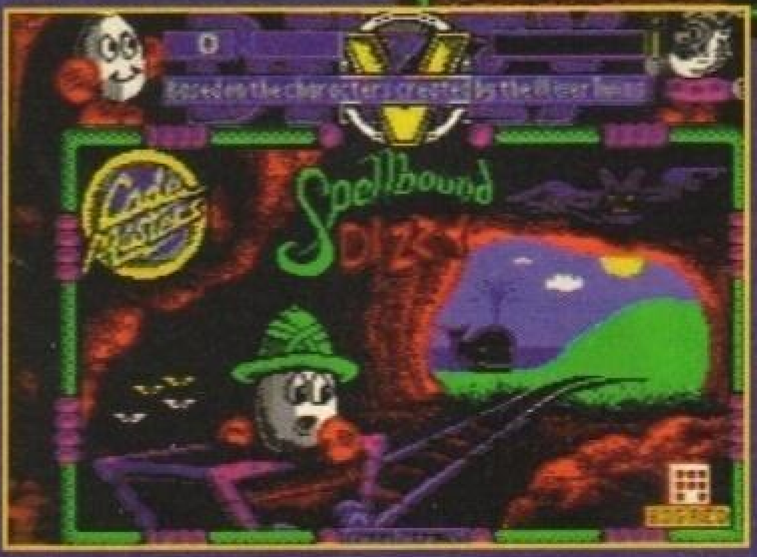
Philip: The games are designed so that you can concentrate on and get involved with the character and the plot. They are also social games. Kids talk about them in the playground, and even their families get involved. People criticise them for all being the same, but what we have is a format that is a way of putting forward the plots. That's why we've kept the same system in the adventures. It's like a knowing a language so that you can get straight in and read a book.

Defence: What was the reason for the arcade adventures, then?

Philip: Once *Dizzy* started to get established as a character we didn't want people to think that that format was all there was to it. We wanted to break out of the mould and we started looking at classic game formulas to see how *Dizzy* could fit in. If all *Dizzy* games were adventures we would end up stepping on our toes.



Red hills, blue trees, eggs with benign grins – hey all the stuff really good Beatles lyrics are made of.



Why the boxing gloves? To make him easier to draw!

Defence: Does *Dizzy* have a future?

Philip: Sure. He's going to be bigger than ever. We are taking him on to the consoles. We reckon that we can make *Dizzy* bigger than *Mario* or *Sonic* because he has one great advantage - he is not restricted to one format – he'll be on both Sega and Nintendo.

Judge: Does the prosecution wish to cross examine?

Prosecution: Yes, M'lud. Right Mr Oliver. Your story about the way came about is very interesting, but isn't there another less artistic reason for the reason why he looks like an egg?

Defence: Objection! It's a leading question.

Judge: Objection denied. Who cares? The answer should be interesting.

Philip: We knew we wanted a big face, and he needed to move around so we added legs and arms. Before we knew it he looked like an egg.

Prosecution: But isn't it true that even Paul Ransom, *Dizzy*'s current coder, calls him, "Mr Easy-To-Draw?"

Philip: Well, yes.

Prosecution: Tell us Mr Oliver, are the arcade games as successful?

Philip: Image-wise the arcade games don't tend to catch on quite as much. They sell well, but people don't talk about them as much.

Prosecution: Hmm, I think the Codies' own sales figures dispute the fact that they sell as well. Never mind. You produced a lot of games in a very short space. Don't you think this affected their quality?

Philip: Because we were pushing them out at £2.99 a time we didn't have the time to put in all the ideas that we had. The move on to the consoles means we have more time to make expansive games. We will be reducing the number of titles but each will be far superior.

Prosecution: But will any of this filter down to the 8-bits?

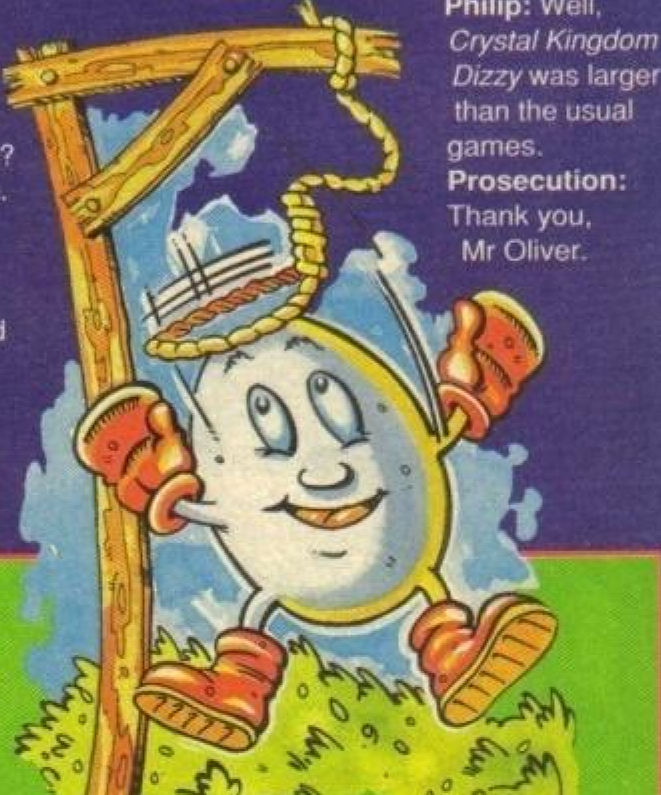
Philip: Well, *Crystal Kingdom Dizzy* was larger than the usual games.

Prosecution: Thank you, Mr Oliver.

FOR THE DEFENCE

EXHIBIT 2 COVERTAPE MANIA

Dizzy is arguably responsible for the present norm of computer mags being sold with covertapes or disks. On issue 37 of *CF*'s sister magazine *Amstrad Action* (which was way back in 1987) a special cut-down version of the original *Dizzy* game was put on the cover. Although this kind of thing had been tried before, this experiment was particularly successful and really began the craze. So *Dizzy* is, at least partly, responsible for the whole phenomenon.



THE VERDICT

Dizzy is both guilty and innocent of the crime. On the 8-bits he's had his days, and there's very little chance that the Codies will come up with anything startlingly new or original for the character. But it looks like – with the success of *Fantastic Adventures of Dizzy* on the NES (it was recently voted Graphic Adventure of the Year at a US convention) – he will survive in a new format. Sorry, Trent, Clur and Dave, looks like he's escaped the noose and you'll have to carry on reviewing him.

* Richard is the Codies' Public Relations peep and resposnisible for Dizzy's public image.

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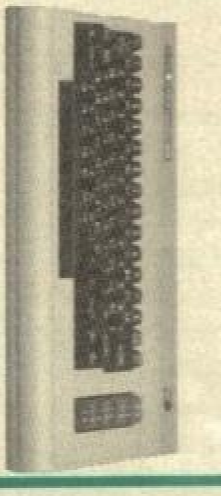

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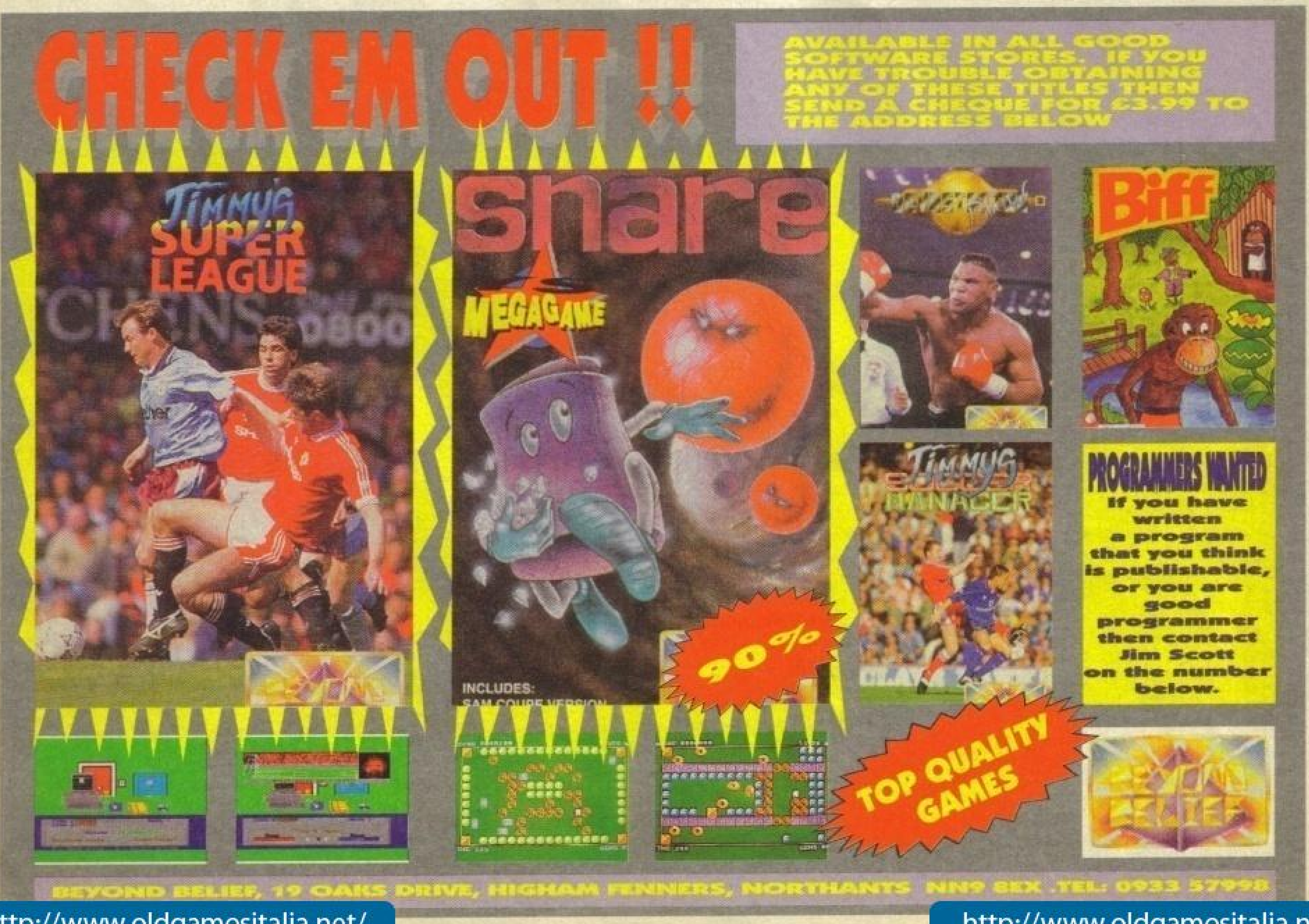

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INSIDE INFO

There have been many great and famous Jasons in history. Donovan, Vorhees, And The Argonauts, King, Connery. But could any of them answer questions about C64 drives or creating bouncing text? No! But Jason Finch can, so write to him at Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and let him prove his legendary status.

FREEZING FUN

Dear Inside Info,

My son has a C64 and has been playing *Murray Mouse*. In your magazine you say that it is possible to freeze the game so that you can enter POKEs which will give you infinite lives. Please can you tell us how to freeze games as I have tried pressing all the keys and buttons I can find on the 64 but nothing happens.

AL Davies, Ross-On-Wye

Freezing games is not something you can do from the keyboard. A 'freeze' is invoked by a cartridge which plugs into the expansion port located on the back of the computer at the function key end. But not just any old cartridge (your Dad's old Jethro Tull eight-track just ain't gonna work); you need to get hold of one that allows POKEs to be entered and the game to be restarted.

And I bet you want me to recommend one now. Okay, then, the Action Replay cartridge from Datel Electronics would be my choice (in fact, it is my choice – there's one stuck almost permanently in the back of my 64). You can contact the company on ☎ 0782 744707.

You think you've got freezing problems? They're nothing compared to what Batman had to put up with. One blast from Mr Freeze and it's not just your games that put on ice...

LOST RECORD

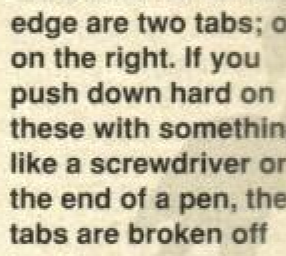
Dear Inside Info,

I drew a really good picture on *Saracen Paint* and then tried to save it but the record button wouldn't go down. It normally works fine so why it won't work with this program?

Paul Thomson, England (I guess).

The fact that the record button would not go down has nothing to do with *Saracen Paint*, the datassette or even the computer – it's all to do with the cassette. On the top edge are two tabs; one on the left and one on the right. If you push down hard on these with something like a screwdriver or the end of a pen, the tabs are broken off leaving a small hole.

If there are no tabs present on the cassette, the tape deck will detect this and will not allow the record button to be pressed down. The effect also works with audio tapes in ordinary stereo systems. To record on to a tape without tabs, simply stick some adhesive tape over the holes. Exactly the same rules apply with audio cassettes in normal tape players (though we're not sure whether eight-track cartridges used this system).



WHICH DRIVE?

Dear Inside Info,

I got the C64 *Terminator* pack last Christmas and then I got a Citizen 120D Plus printer. I now want to buy a disk drive but which one is the best and most reasonably-priced to buy? The only drive that I've seen advertised is the 1541, but I've seen the 1571 and 1581 drives mentioned in various publications, so are they available? If they are, where from, at what price, and are they any better in terms of offering a larger capacity than the 1541?

One last thing – is there anywhere I can write to get personal written replies? Your magazine says not to expect them so who can we write to with queries?

David Howarth, Cumbria.

Don't be driven over the edge if you can't find the right drive.

The 1541-II is the drive you should try to lay your hands on, whether new or second hand. Any reasonable computer shop should be able to order you one. The 1571 drive is the Commodore 128's version of the 1541 and contains a few additional features, namely that it can format and access both sides of a 5.25-inch disk without the disk needing to be turned over. This doesn't really increase the capacity because the 1541 can use both sides of a disk; you just have to cut a notch in the left-hand side to match the one in the right-hand side and turn the disk over when you put it in the drive.

The 1581 is rather different. It's fully Commodore compatible but takes 3.5-inch disks. The storage capacity is nearly five times that of the 1541 but there is very little, if any, software available for it. You won't be able to buy the drive new in Britain, either – you'd have to shop around in America or Germany where they are quite popular.

On your last point, it's very difficult for any magazine to guarantee written replies. A

lot of people do send me stamped addressed envelopes but it simply isn't possible to write hundreds of personal letters to everyone, I'm afraid; it would take far too much time. There are certain user groups around that would offer help but they usually require you to be a member which could set you back up to £20.

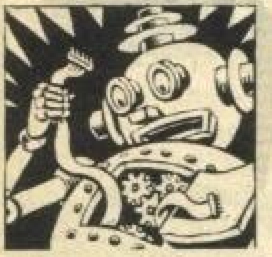
Like the Action Replay cartridge and The Datalux motherboard, two things that don't go together – Timmy Mallet...

TWO AT ONCE

Dear Inside Info,
1 Could I use the Pokefinder General on Action Replay VI to cheat on a cartridge if I used a Datalux motherboard from Datel?
2 Why don't some games load when my Action Replay cartridge is plugged in?
Dominic Stanyer, Willenhall.

...and good taste.

1 No, for a number of reasons. First, a motherboard does nothing more than save wear and tear on your cartridge slot – it does not allow more than one cartridge to be on at the same time. Therefore you have either the games cartridge active OR the Action Replay cartridge. Secondly, cartridge games work differently from games that load into memory. They sometimes have their own memory, for example, and even if you could get the game and the AR cartridge to work simultaneously, Action Replay wouldn't know how to cope.
2 The Action Replay cartridge changes a number of things within the computer which allows it to, for example, load and save at high speed to both tape and disk. Some programs detect this and refuse to load when Action Replay is active in case you're planning anything naughty. The majority of games should load if you have Action Replay plugged in but not active.



FIVE ALIVE

Dear Inside Info,
1 At the end of my programs the 'Ready' prompt always appears. How can I stop this?
2 I have a Citizen 120D Plus printer. Is there any way to print out the whole of the screen as with Action Replay's printer dump option?
3 Are there any magazines totally dedicated to cheats. If there are, where can I get them?
4 Is there any way to prevent the messages 'LOADING' and 'FOUND PROGNAME' appearing when loading a program?
5 In *CF*25, Inside Info had a letter titled 'Speak Forth'. I have two games that talk. They're called *I,Ball* and *Black Thunder*.
Gareth Morris, Marple.

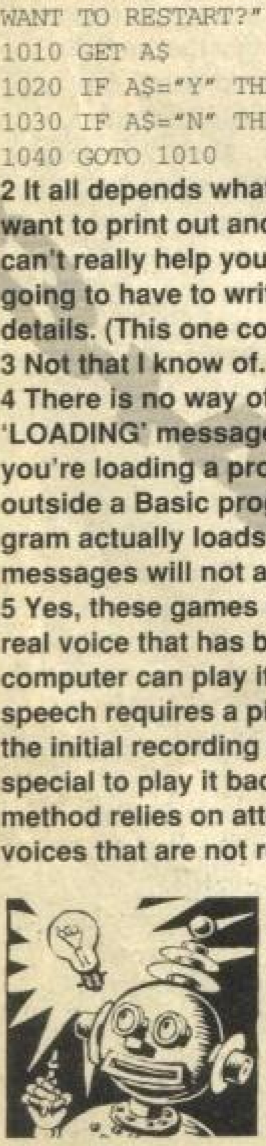
1 There are two methods. Either simply put in a recurring loop at the end of the program or an option to restart it. The first is the easiest. Suppose you run the following program:

```
10 PRINT "HELLO"
20 GOTO 20
```

Line 20 represents a recurring loop – all it does is keep jumping to itself and that goes on indefinitely. A slicker approach would be something like the following:

```
1000 PRINT "END OF PROGRAM. DO YOU
WANT TO RESTART?"
1010 GET A$
1020 IF A$="Y" THEN RUN
1030 IF A$="N" THEN END
1040 GOTO 1010
```

2 It all depends what sort of screens you want to print out and unless I know that, I can't really help you I'm afraid – you're going to have to write back with some more details. (This one could run and run!)
3 Not that I know of.
4 There is no way of making the very first 'LOADING' message disappear when you're loading a program from tape from outside a Basic program. However, if a program actually loads another program, the messages will not appear.
5 Yes, these games use sampled speech – a real voice that has been digitised so that the computer can play it back. This type of speech requires a piece of hardware to do the initial recording of the voice but nothing special to play it back. The software-only method relies on attempting to recreate voices that are not real.



A ROUTINE REQUEST

Dear Inside Info,
1 In *CF*23, you said you would send David Rhodes a copy of a program which demonstrated the use of an options screen with a highlighted bar. Is there any chance you could send me one as well?
2 Also in the same issue you showed him how to generate double-sized text. I tried it and I noticed that you gave him the wrong POKE. The right one is POKE 53272,29.
3 Do you prefer letters which are have been printed out or handwritten?
Mark Butler, Blackpool.

1 I later decided to include that program in the Inside Info section and it can be found together with the listing giving the *Creatures 2* effect in *CF*26.
2 Strictly speaking you can use either the POKE that I gave him, or the POKE that you are suggesting. The reasons for this are quite complicated, but it is just convention to add on that extra one – a convention I have personally never seen the point of. As an example, POKE 53272,22 and POKE 53272,23 do exactly the same thing – convert the display into lower case mode.
3 Handwritten ones are much more personal and touching to read, of course, but it has to be admitted, some people's writing is a wee bit on the scruffy side. Tell you what – if you write it out first see if someone else can work out what you're on about. If not, print it out. I don't want to sound mean, but if I can't read what you've written, I can't answer your queries, and your letter will end up filed (ie, in the bin).

SMOOTH OPERATOR

Dear Inside Info,
1 How do you smooth scroll text across the screen on a C64?
2 How do you prevent the RUN/STOP key stopping a program?
3 Is the diskzine *Club Light* available on cassette? If it is, does it contain the same information as the disk version, and how much would it set me back?
Daniel Dyer, Dover.

1 You use the program below, that's how. You'll only be able to get the most out of it if you can program in machine language. If not, just change the message at the start and accept that it works!

```
10 REM SMOOTH SCROLL BY J.FINCH
11 PRINT CHR$(147);
12 PRINT "SMOOTH SCROLLER WRITTEN BY ";
13 PRINT "JASON FINCH FOR COMMODORE ";
14 PRINT "FORMAT'S INSIDE INFO... @"
15 FOR X=49152 TO 49291:READ Y:POKE
X,Y:C=C+Y:NEXT X
16 IF C<>18442 THEN PRINT
   "DATA ERROR": END
17 X=0
18 Y=PEEK(1024+X): POKE 49292+X,Y
19 X=X+1: IF Y<>0 THEN 18
20 SYS 49152
21 DATA 120.169,127.141,013,220,173,013
22 DATA 220,169,027,141,017,208,169,242
23 DATA 141,018,208,169,051,141,020,003
24 DATA 169,192,141,021,003,169,001,141
25 DATA 025,208,141,026,208,169,147,032
26 DATA 210,255,169,008,032,210,255,088
27 DATA 096,000,000,162,002,202,208,253
28 DATA 173,049,192,009,192,141,022,208
29 DATA 169,251,205,018,208,208,251,169
30 DATA 200,141,022,208,173,049,192,056
31 DATA 233,003,041,007,141,049,192,176
32 DATA 043,162,000,189,193,007,157,192
33 DATA 007,189,193,219,157,192,219,232
34 DATA 224,039,208,239,174,050,192,232
35 DATA 189,139,192,208,004,169,032,162
36 DATA 000,141,231,007,142,050,192,169
37 DATA 001,141,231,219,169,001,141,025
38 DATA 208,076,049,234
```

2 Give the command `POKE 808,254` **to disable the RUN/STOP key and** `POKE 808,237` **to get it functioning properly again.**
3 *Club Light* isn't even available on disk anymore (it is no more – it's ceased publication as reported in *CF* last month), so the

chances of it ever being made available on tape are pretty remote – about as remote as they could possibly get, really. Shame – I'll miss it (I helped produce it, you see).

INSTANT FAME

Want to be Mr (*or Mrs! – Clur*) popular? I think it would be fair to say that the programs we print in this section go down a storm, (and we're talking force eight gale here). Well, I can't publish tips and short programs unless you send them in. I don't want to do all the work myself and I have dream of readers and myself, working together to make these pages a sort of techie tips swap shop. If you've written a stunning piece of programming and it's been a shining success, print the program out and throw it our way! As my part of the deal I'll be starting a 'Tip of the Month' section where I'll give you some of my own useful routines, but until then, get sending those programs.

ROM REFIT

Dear Inside Info,
I saw a long time ago a program that allowed you to change all the Basic commands as well as the error messages and 'Ready.' prompt to something of your own choice. I know it didn't involve much but I can't remember the details of what had to be done. Do you know how to create the same sort of effect?
Ross Harris, Swindon.

Sure I know how to achieve that effect. It's achieved by copying the normal ROM to the underlying RAM which is usually not accessible from Basic. You do this with the Interpreter ROM at $A000-$C000 if you want to change the command set and standard error messages. You can do this copying by entering the following line which will take quite a while to execute:

```
FOR X=40960 TO 49151: POKE X,
PEEK(X): NEXT X
```

That may not appear to do much, but the computer READS from the ROM and WRITES to the RAM. It'll be very confusing unless you understand the principles involved which, to be honest, are a bit too complex to explain here (I would probably need about half the magazine to do the subject justice and I don't think Trent would agree to that).

Then all you do is enter the command `POKE 1,54`. This effectively brings the 'hidden' RAM into view – normally the computer would crash at this point but what you have in the area is an image of the ROM so it will not crash. You can use a machine code monitor to then alter whatever you like, making sure you keep track of conventions such as the fact that the last character of each command has 128 added to its stored value. That'll get you started at least.

"Look, I don't want to complain, but there must be an easier way to swat a fly."

Creature Feature Double Bill

CREATURES REVISITED

Dear Inside Info,
1 The listing for the *Creatures 2* (Inside Info *CF*25) effect that you gave has me baffled. How can I replace your message with my own? I first removed lines 36-55 and replaced them with my own, but it didn't work. Please help as I'm tearing my hair out!
2 Where can I get hold of a Basic compiler and how much would it be?
3 Beg Ed for more pages; Inside Info is brill.
4 I've included two listings which are short but useful for games writers.
A Nonymous, Wolverhampton.

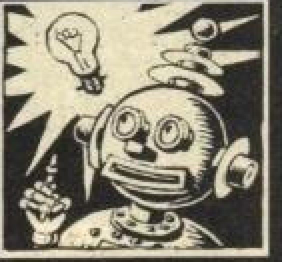
1 All you need for the *Creatures 2* effect is the data in the lines up to and including line 35, and the line that reads in that data – the first of the two with the READ commands in them. After that you can just use the normal PRINT command to put up a message on the screen; you don't need to use the method that I employed.

Alternatively, make sure that all the numbers in your data lines 36-55 correspond to screen codes for certain characters, and not ASCII codes. As a base, replace them all with 001; you should get lots of 'A's appearing. Now change them to 129s and you'll get the effect occurring 'behind' these 'A's. You must remember to add 128 to all the numbers in other words.
2 You could try some PD libraries, or perhaps you could consider joining ICPUG, (the Independent Commodore Products User Group). That will set you back quite a bit and I would telephone them on ☎ 081 346 0050 first to ask if their PD collection contains a Basic compiler.
3 I do, but the Great One has already been more than generous in granting me an extra page, and I am but a menial follower.
4 Thanks very much for the listings which are to do with high and low score tables. I have printed the necessary info below:

```
1000 DIM A$(5),A(5)
1010 INPUT "NAME";B$: INPUT "SCORE";B
1020 FOR X=1 TO 5
1030 IF B>A(X) THEN C$=A$(X):C=A(X):
     A$(X)=B$:A(X)=B:B$=C$:B=C
1040 NEXT X
1050 FOR X=1 TO 5
1060 PRINT A$(X),A(X)
1070 NEXT X
```

The listing for producing a low score table is exactly the same, except for one small point. Line `1030` should have the `B>A(X)` changed to `A(X)>B`. In other words, it should read:

```
1030 IF A(X)>B THEN C$=A$(X):C=A(X):
     A$(X)=B$:A(X)=B:B$=C$:B=C
```



BOUNCEY BOUNCEY

Dear Inside Info,
1 Thanks for the flashy *Creatures 2* listing but it had a few wrong lines. You should just delete lines 3 and 5 as they have no bearing on the program. Also, you do not add 8 to the first DATA statement in line 13 to change the text style, but to the first CHR$ number in line 1. You can take away 8 from it as well if you want to change the styles and colours of the writing.
2 How in *Creatures* do Apex make the text fall and bounce as I think it's a great effect? Keep up the good work and please add more pages of your own stuff and not just other people's.
Paul Cardno, Formby.

1 No it didn't contain any wrong lines. Lines that have no bearing on the program are often there for clarity or to produce a certain effect and I will agree that the DATA change won't alter the text style; I didn't say that it would. It changes where the effect appears vertically on the screen.
2 This is to do with a technique known as Flexible Line Distancing – FLD for short. If you've seen a game that scrolls a full screen vertically on to the display, or a demo that has a large logo bouncing around all over the place, it is quite probable that the programmers have used FLD. The text bouncing is another example. It is rather complicated to explain here, I'm afraid; an article all of its own would be required to do the technique justice (*are you on the cadge again? – Ed*). Basically it involves tricking the computer into missing out lines on the screen so that you can make it start 'plotting' the screen from about half way down your television display or wherever you want.

BUNDLES of FUN

COMPILATIONS CF SPECIAL

Now That's What I Call A 64 Game. Yep it's that compilation time of the year, again. Everything from Top 40 hits to Watch With Mother Classic Episodes get bundled together, repackaged and sold at a more tempting price. Trenton sorts through the latest economy packs out for the 64.

It's a Corker!
000750

Over 'ere son, on me head! Arnie gets serious in T2.

DREAM TEAM

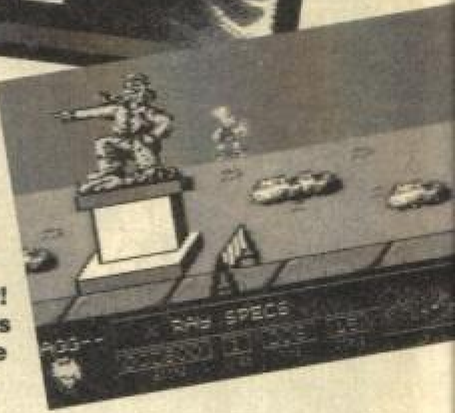
Ocean
£14.99 Cass/£19.99 Disk

Yellow-heads, metal-heads and meat-heads – that about sums up the *Dream Team*. Bartman returns to re-enact *They Live*, Arnie re-works the script from *Terminator 1* and the make-up mob rehearse heavily to avoid laddering their tights. Licences have often been attacked as big names with little games, but these three pack gameplay that matches their 'glamour' tags.

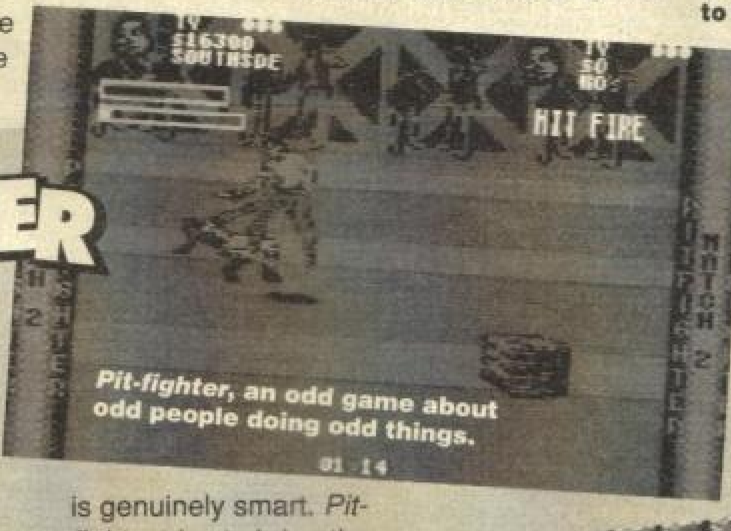
Bart faces up to six levels of console-style timing and leaping. The WWF boys storm the C64 with high-grade grapple action in both a one-player tournament and a head-to-head two-player mode. And Arnie stars in a non-stop punching, puzzling frenzy that almost captures the atmosphere of the megabucks movie.

All three play well, and Bart particularly is a star. If you missed out on these first time around then it's a bundle you'd be daft to miss second time around. (Dave, help, I've run out of compliments!)

POWER RATING 90%



(Above) The WWF formation grapple team hit the mat. This tricky move's called 'standing on his wind pipe' – Hmm!
(Right) Barty party! The yellow 'un gets to grips to with the evil aliens.



***Pit-fighter*, an odd game about odd people doing odd things.**

SUPERFIGHTER

Ocean
£14.99 Cass/£19.99 Disk

Fighters, yes. Super, no. *Superfighter* tries to get the game blood flowing with a combination of good, average and decidedly duff beat-'em-ups. The result is not really what you'd call a knockout combination. *WWF Wrestlemania* is a fun rumble-in-a-leotard-kind-of-game, with more flash moves than, erm, Flash Gordon moving a lot and is genuinely smart. *Pit-fighter* tries to bring the fun of the high-tech arcade thumper to the C64, and it almost works apart from the fact that it doesn't. The real weak link, though, is the thoroughly predictable, massively easy and totally unexciting *Final Fight*. We gave it a monumental 19 per cent when we first reviewed it and to be honest that was probably generous marking.

If you want top-flight fighting action, you'd be better going for *Dream Team*. Of this batch, *Pit-Fighter* can hold its own but the whole bunch is badly let-down by the dire *Final Fight*.

POWER RATING 63%

***GamesMaster* Ed Hacksaw Jim Douglas tackles TV's famous Paul Hogan.**

Oh no, *Final Fight* is all too exciting! I'm in real danger of waking up!

GRANDSLAM COLLECTION

Grandslam Video
£19.99 Cass/ £24.99 Disk

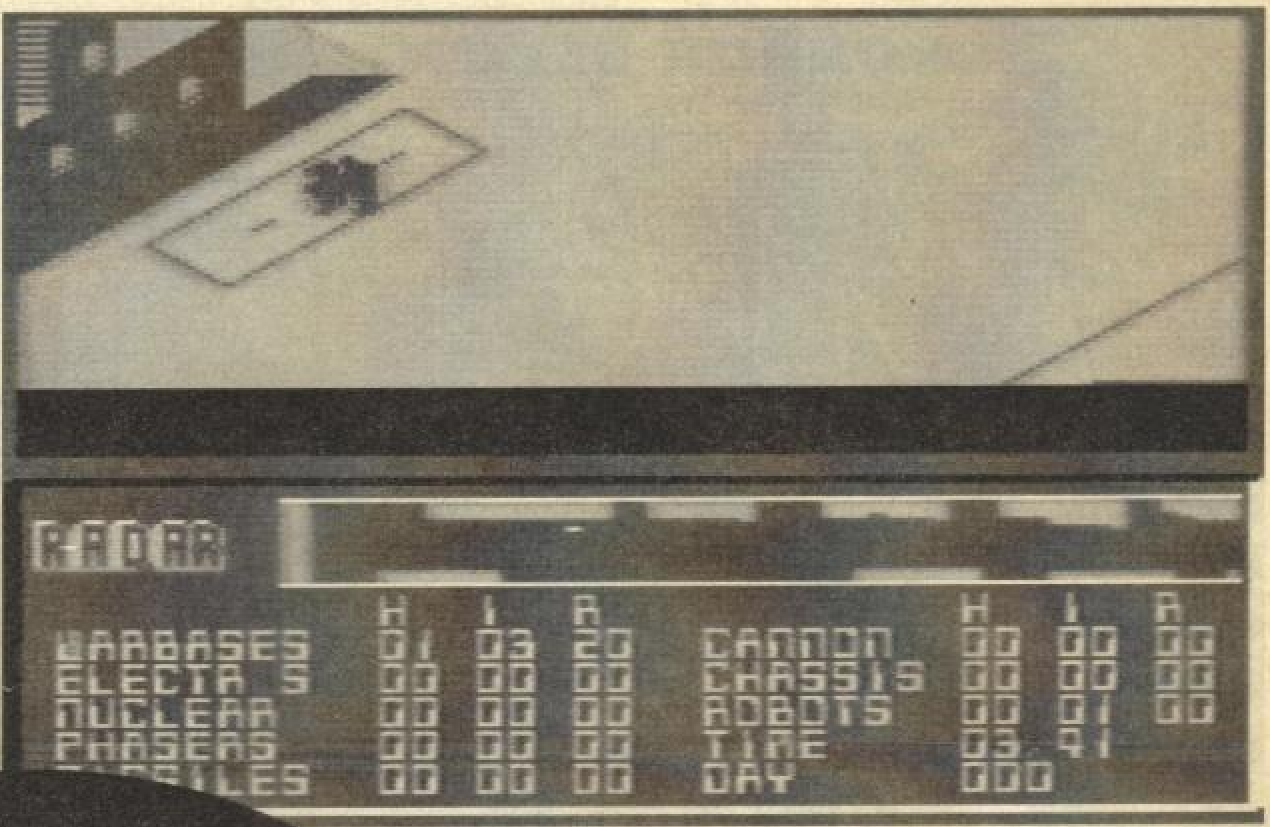
They say good things come in threes. (Except buses, which *do* always seem to come in threes, but it isn't good news when they do.) The *Grandslam Collection* attempts to go 10 times better by offering not three, not six, not sixteen, but a massive 30 games. This is what's known in the trade as a tempting offer. So what's the catch?

Well, for starters all of the 30 games on offer are a little long in the tooth. In fact, some are so long in the tooth that they have trouble closing their mouths. Now this isn't always a problem, because although games don't improve with age, some retain that classic quality – despite being written before the Dead Sea Scrolls!

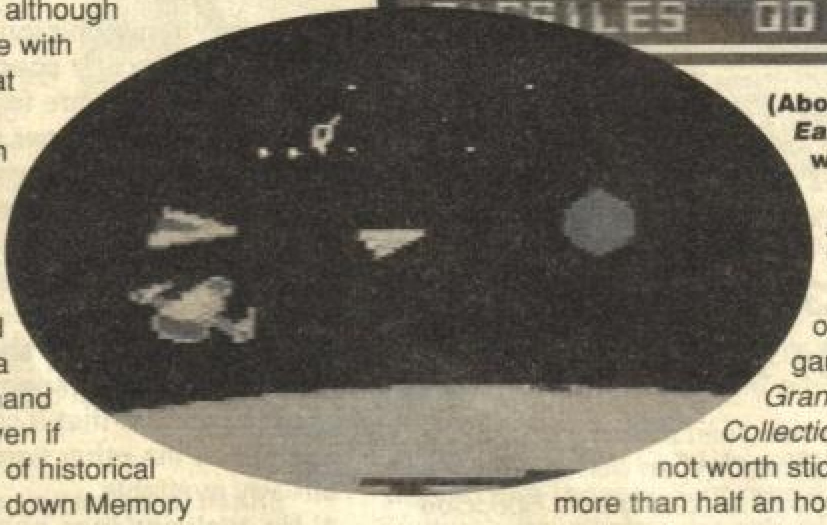
The *Grandslam Collection* doesn't contain any die-hard classics. There are a few games that demand attention, though, even if it's only for the sake of historical interest or an amble down Memory Street (the Lane was turned into a car park back in 1982). *Nick Faldo Plays the Open*, *πr^2*, *Miami Dice*, *Time Trax* and *Glider Rider* are simply fun, and although they may seem a little naive by 1993 standards, they are still playable and exude a certain charm. On the dodgy downside, however, there are *Nether Earth*, *Chubby Gristle*, *Romulus*, *CORE* and *Peter Beardsley's International Football*, games only fit for the local dog pound (Remember folks: a game is for life and not just for Christmas).

The majority of the games in the *Grandslam Collection* are weak, not worth sticking at for more than half an hour, but all of them are worth checking out at least once – if only for a laugh. At about 60p per game you know that you're getting quantity and not quality. The *Grandslam Collection* is a fun way of finding out how games used to be made. It's not the bargain of the century, but if you want to extend your games collection and happen to have the odd £20 doing nothing (*Swoon – Roger*)... But, be warned, there are some real howlers here.

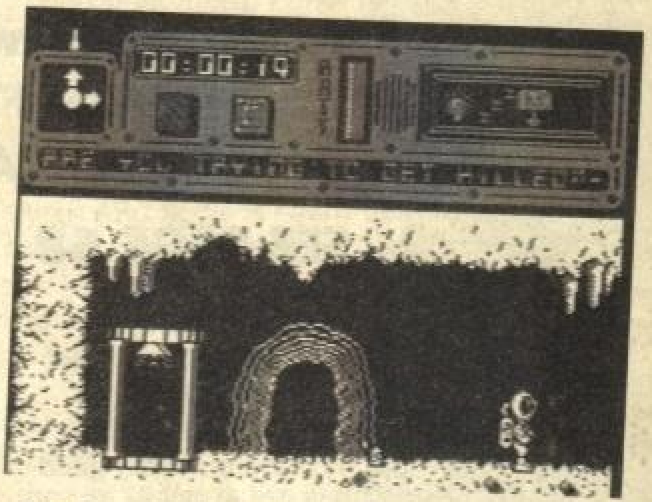
POWER RATING 61%



```
RADAR
              H  I  R              H  I  R
WARBASES     01 03 20   CANNON    00 00 00
ELECTR S     00 00 00   CHASSIS   00 00 00
NUCLEAR      00 00 00   ROBOTS    00 01 00
PHASERS      00 00 00   TIME      03 41
   ILES      00 00 00   DAY       000
```

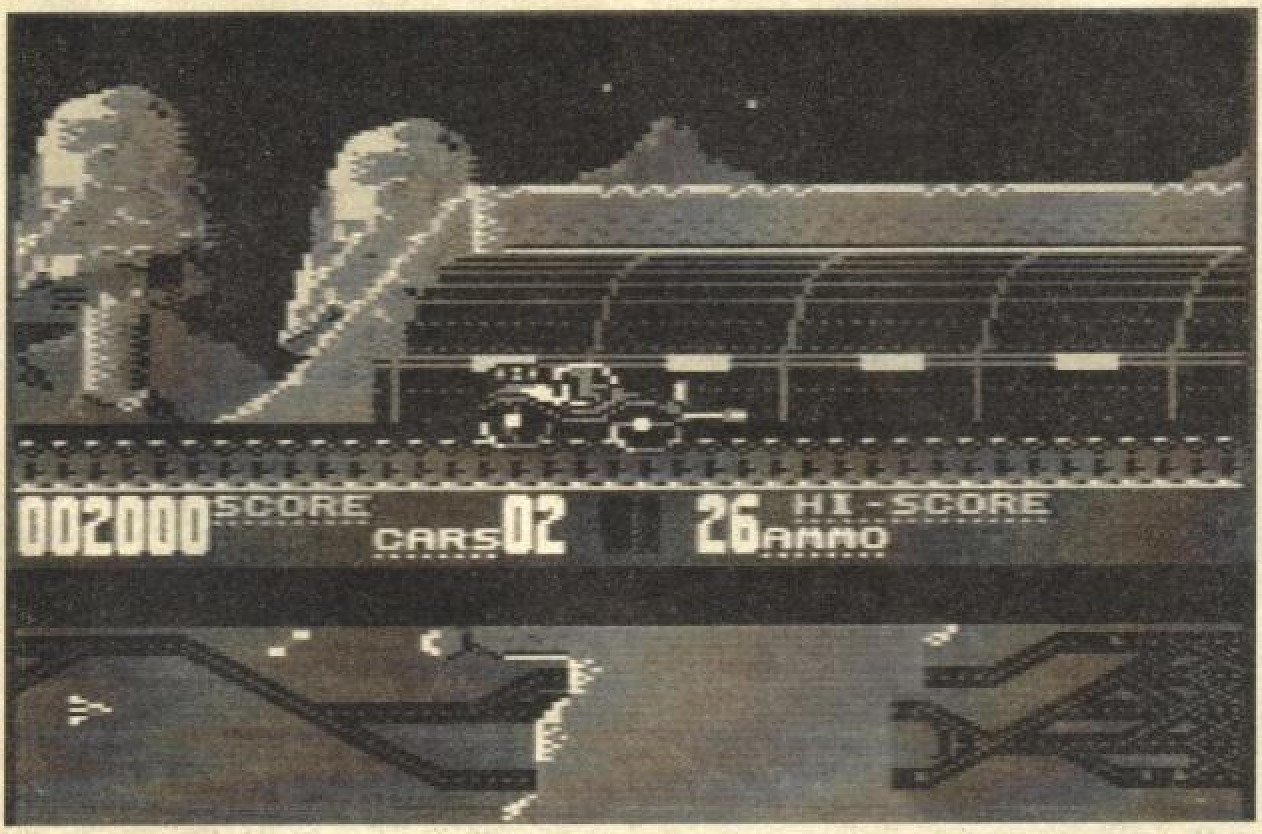


(Above) The ridiculously dull and not really very good *Nether Earth*. (Left) The rather daft but still somewhat jolly wrong-way-round-blast-'em-up they call *Defcom*.



PASS LINE
THREE AND FIVE
EIGHT
WINNERS
PAS PLAC

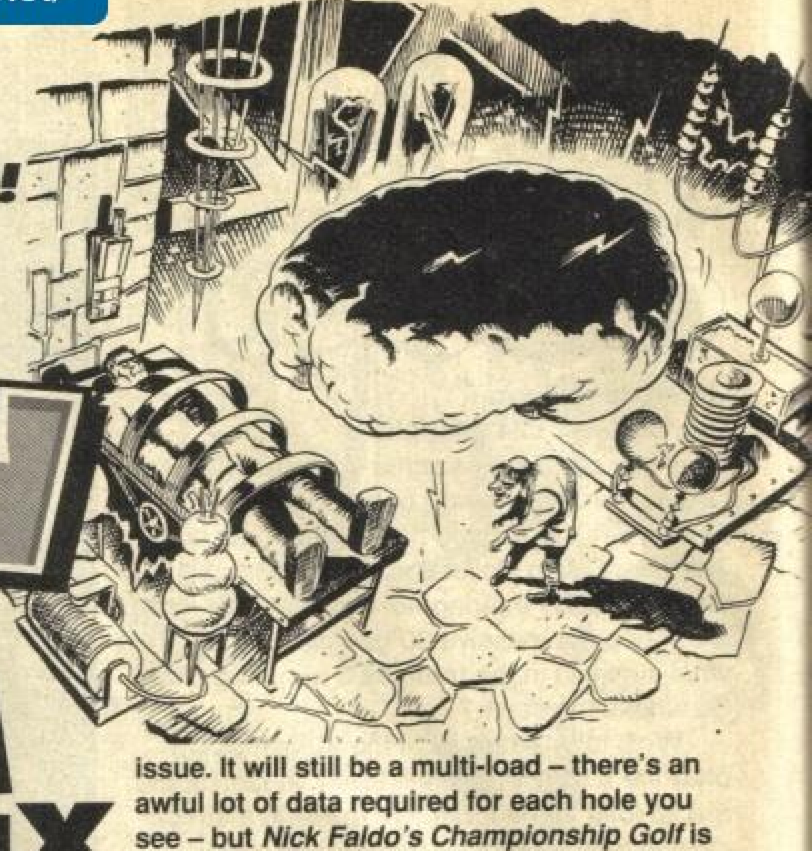
***The Grandslam Collection* has both good games – *Miami Dice* (below) – and bad games like *CORE* (above). You pays yer money...**



***Black Thunder* tells the tale of an everyday car on an everyday planet – except that the car packs guns and the planet packs some particularly nasty folks who aren't to keen on your driving-type antics. They just don't appreciate how tough that 'copter is to drive!**

SO WHAT BE IN THIS 'ERE GRANDSLAM COLLECTION THEN?

American Football, Agent Orange, Black Thunder, Chubby Gristle, Core, Dark Empire, Defcom, Espionage, Evil Crown, The Flintstones, Glider Rider, Gryphon, Head Start, Miami Dice, Mission Omega, Nether Earth, Nick Faldo Plays The Open, Peter Beardsley's International Football, Peter Shilton, πr^2, Romulus, Scramble Spirits, Souls of Darkon, Terramex, Time Trax, Trashman, Trivia Pak 1&2, The Tube, Yabba Dabba Do, Xeno.



HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

Seen strange lights in the sky? Found strange patterns in a local corn field?

Then you've had a close encounter with The Mighty Brain! To find out why he's so flash and what he has against cereal crops write to TMB C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

Now that's what I call quality knitwear!

SEE PAGE 58

Dear Blob,
I've been getting *CF* since I bought my C64 and would like to ask you a few questions:
1) Is there a really good golf sim available on tape that doesn't have a hefty multi-load?
2) Is the Magnum Light Zapper worth getting?
3) *Lemmings* has been hovering about the scanner for months. When will it be released?
4) Is *James Pond II – Codename RoboCod* ever going to be released on cartridge? I think it would be fab.
5) What rating did you give *Navy Seals*, because I think it deserves about 97 per cent?
Richard Cracknell, Surrey.
PS Is there a joypad compatible with the 64?

1) There's a cracking new golf sim on the way from Grandslam Video – we've got a demo and a full review of it in this very issue. It will still be a multi-load – there's an awful lot of data required for each hole you see – but *Nick Faldo's Championship Golf* is still very swift.
2) No, not in my opinion. The gun itself is sound but, like any specialist peripheral, it needs good software to be effective. There are some Zapper games available but none of them are what I would describe as, well, Corkers.
3) It'll be here as soon as the coding is finished. Programming is a strange process and it's hard to predict exactly when everything will be finished. The last few months have been spent polishing the game to ensure that it can hold its own against all the other versions of the game already available.
4) No, disk and tape only I'm afraid.
5) We gave *Navy Seals* 81 per cent. It was good, real good, but not 97 per cent good.
TMB

PS Yes, there are two types of controller that work with the C64. Sega Mega Drive controllers work using button B as fire, and Sega Master System 'pads work with button A as fire. Obviously the other buttons offer no extra functions, but if you

SHARPER THAN A SERPENT'S TOOTH?

Some readers may remember a gentleman called Neil West who did a bit of writing for *Commodore Format* a while back. He faded out of our reviewers' line-up when he was given editorship of the Sega mag, *Mega*. We wished him well in his new job, hoping that the immense task of making consoles interesting would not prove too much for the lad. So imagine our horror when we read this answer to a letter in his new mag which we've reprinted here (well, over there to the right a bit actually)…

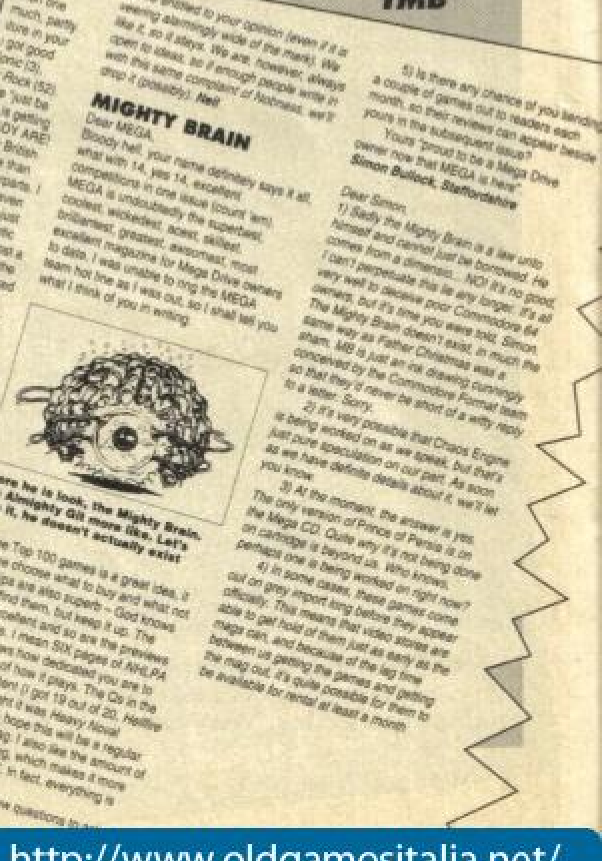
Shocking? Perhaps, but I must forgive the *Mega* team – they can't help it. You see, since my arrival on Earth I have observed your species closely and have discovered that humans can be divided into two distinct types: neophiles and neophobes.

Neophiles are people who openly seek and embrace change. Their inquiring minds have lead to the evolution of your species by seeking out new truths and challenging 'accepted' wisdom – that the world was flat, the sun orbited the Earth, etc. Neophobes, conversely, are terrified of change and can only accept 'facts' that are sanctioned by society. They refuse to listen to the words of neophiles and often hound them into acceptance of the 'norm'.

Typically computer owners tend to be neophiles and console owners neophobes. Computers are tools, the uses of which are unspecified and rely on the imagination of their user. They are open systems which can be manipulated in an infinite number of ways. Neophobes, on the other hand, prefer consoles, as they are closed systems which offer a massively restricted choice of functions to the user. Neophobes, and therefore most console users, cannot accept my existence owing to their deep-rooted fear of anything which questions their socially conditioned ideas. But strangely You 'Poor Commodore 64 owners', being open minded, have no trouble in accepting me.

I am carrying this debate to pages of *Mega*, but, of course, if you wish add your weight to this 'dispute' please send your letters to me C/O *Commodore Format* and I will then confront 'Westy' with the full and frank truth.

TMB



you're entitled to your opinion (even if it is veering alarmingly wide of the mark). We like it, so it stays. We are, however, always open to ideas, so if enough people write in with this same complaint of Nobness, we'll drop it (possibly). **Neil**

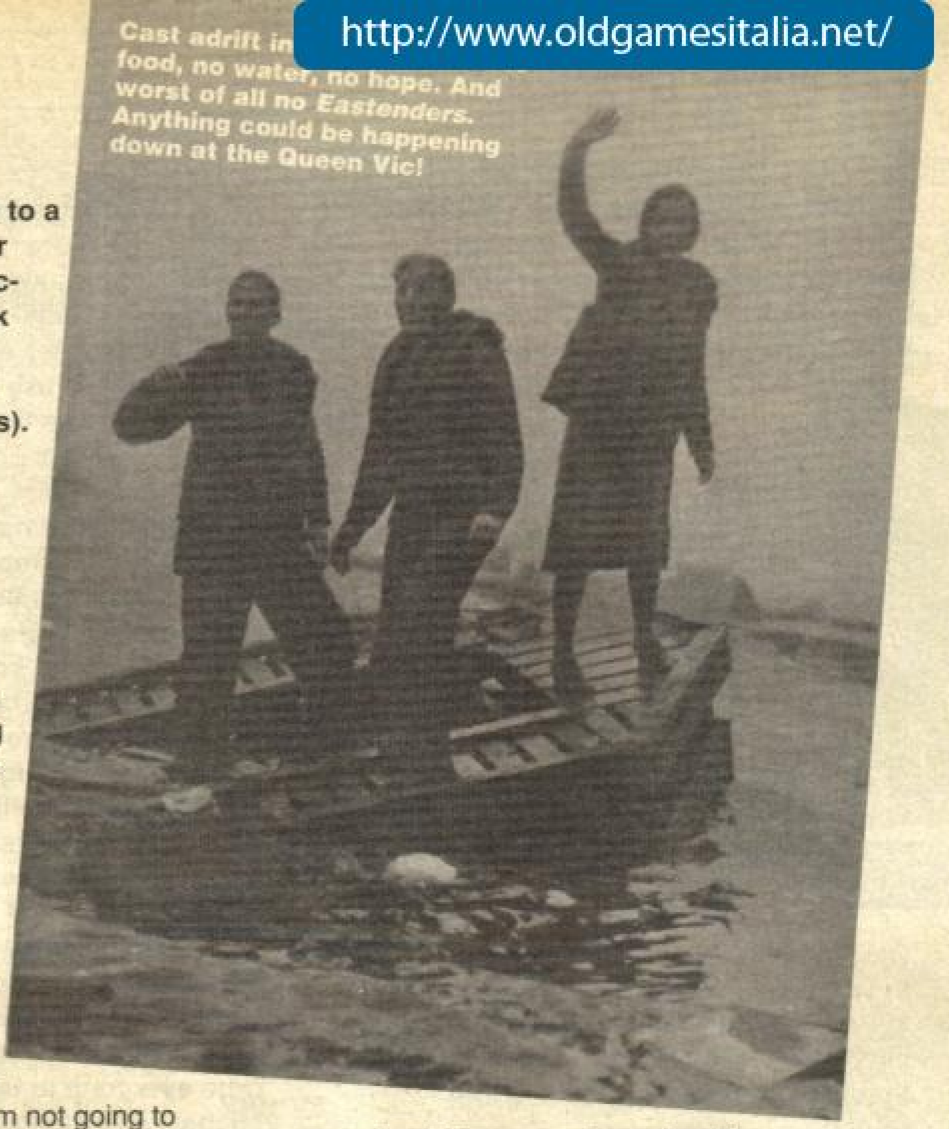
MIGHTY BRAIN

Dear MEGA,
Bloody hell, your name definitely says it all, what with 14, yes 14, excellent competitions in one issue (count 'em). MEGA is undoubtedly the superbest, coolest, wickedest, acest, skillest, brilliantest, greatest, awesomest, most excellent magazine for Mega Drive owners to date. I was unable to ring the MEGA team hot line as I was out, so I shall tell you what I think of you in writing.

There he is look, the Mighty Brain. The Almighty Git more like. Let's face it, he doesn't actually exist

5) Is there any chance of you sending a couple of games out to readers each month, so their reviews can appear beside yours in the subsequent issue?
Yours "proud to be a Mega Drive owner now that MEGA is here"
Simon Bullock, Staffordshire

Dear Simon,
1) Sadly the Mighty Brain is a law unto himself and cannot just be borrowed. He comes from a dimension… NO! It's no good, I can't perpetuate this lie any longer. It's all very well to deceive poor Commodore 64 owners, but it's time you were told, Simon. The Mighty Brain doesn't exist, in much the same way as Father Christmas was a sham. MB is just an ink drawing cunningly conceived by the Commodore Format team so that they'd never be short of a witty reply to a letter. Sorry.
2) It's very possible that Chaos Engine is being worked on as we speak, but that's just pure speculation on our part. As soon as we have definite details about it, we'll let you know.
3) At the moment, the answer is yes. The only version of Prince of Persia is on the Mega CD. Quite why it's not being done on cartridge is beyond us. Who knows, perhaps one is being worked on right now?
4) In some cases, these games come out on grey import long before they appear officially. This means that video stores are able to get hold of them just as early as the mags can, and because of the lag time between us getting the games and getting the mag out, it's quite possible for them to be available for rental at least a month


Cast adrift in [illegible] food, no water, no hope. And worst of all no *Eastenders*. Anything could be happening down at the Queen Vic!

want a 'pad as opposed to a 'stick then they retail for about £15 and £7 respectively. They *should* work with most games (but there are bound to be a few that cause problems).

I LOVE JACKIE BREMNER

Dear TMB,

Since lifting *CF*1 from the newsagent's shelf, paying for it and reading it I have been an avid fan.

Between months (I time my months according to *CF*) I lose weight, sleep and even, from time to time, gain consciousness.

Now, my many-celled letters page pal, down to the essence of a good letter, the questions – only I'm not going to number them, I'm going to fruit them!!!

Apple) Do you accept good reader material?

Banana) Why don't you get rid of Frames? He spoils the mag!

Tomato) Can you cure a dog with a green tongue by letting it play duff Speccy games?

Neil Groat, Turriff.

In deference to your 'alternative' listing system, I'll 'fish' my answers.

Guppy) Of course. If someone sends in a good idea, or feature we'll contact them and see if we can work together. And, of course, good reader games will always find their way on to the *CF* Power Pack.

Halibut) He doesn't just spoil the mag, he spoils my life. But if he doesn't shape up in the way indicated in his recent 'spirited' adventure (see page 49) he could be on his way out!

Whale Shark) Recent studies at MIT (Massachusetts Institute of Technology) show that cats with lisps have made dramatic improvements if they are allowed to use Amiga word processing packages, while hamsters with halitosis can reputedly be cured if they play on arcade machines. Dogs, however, seem to immune to such computer therapy.

TMB

GAZZA IS A BABY

Dear Mighty Brain,

I'd like to ask you a few questions

1) You might think that I'm a bit of a 'der' when I've asked you this question, but what exactly are pokes?

2) Why have you put *Arnie* at Number One in the Charts? I think it's a load of rubbish, as I can complete the demo of it.

3) Do you know what the best tennis game is?

Jenny Willis, Blackpool.

1) First off, I must say I like the word 'der' – I assume it's onomatopoeic? Anyway, POKEs are simply short programs which subvert a game's code. Loaded before you load the game they disable one of the game conditions (such as lives, energy or ammunition). So, for example, when you play and you lose a 'life' the game then doesn't register its loss, which means that you can continue further than normal into the game.

2) We didn't! You (the C64 game-buying public) did! Independent researchers Gallup, who monitor the sale of software the length and breadth of the nation, simply recorded which game had sold the most copies in the months in question. So sales success, just like in the record charts, determines what's at number one.

3) Lawn tennis on a balmy summer's afternoon. You can't beat it!

TMB

MUSIC TO MY FEARS

Dear TMB,

I admire you for hating Dannii Minogue, I think she's made from the same bogey as Seymour! Anyway enough of the compliments, now for the questions:

1) Do you like any of the *CF* crew?

2) In *CF*24 the *CF* Special was Hidden Treasures. In this two games were shown – *Lifeboat* and the *Challenge*. How can I get hold of them?

3) How come Roger is a poor stupid twerp yet he finds all those listing POKEs in Framebusters?

Please print this letter or I'll unleash my music teacher on you – and he's bad!

Lee Mullan, Harefield.

You state your case strongly, but I think you'll find that Dannii is made of flesh and blood like the rest of you!

1) I think that easiest way to express my 'liking' of the team in terms of scores: Trenton 1/10, Dave 7/10, Clur 6/10, Ollie 9/10, Lisa 10/10, Ian 0/10, Frames –127/10, Kittyhawk N/A, Andy 4/10.

2) Try the following addresses:

● Atlas Adventure Software, 67 Lloyd Street, Gwynedd LL30 2YP.
● River Software, 44 Hyde Place, Aylesham, Canterbury CT3 3AL.
● The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

3) Roger is a fake! For Framebusters he has convinced two of his school friends – who are a lot smarter than the freckled fool – to write them for him. So this is why they always have M Pugh and Waz in the first few lines!

TMB

AS EASY AS ABC

Dear TMB,

I have been reading *CF* for nearly two years now and I was wondering if you could answer some questions:

1) Why don't you have a top 100 C64 games of all time? I think that it would be a very good idea. *Amiga Power* has one and they re-do it every 12 months.

2) Any chance of *Turbocharge* or *Kick Off 2* coming out on budget?

3) According to surveys more people are buying Amigas than C64s. But is it not right that your ABC figure is nearly identical, or in some cases better, than some Amiga mags?

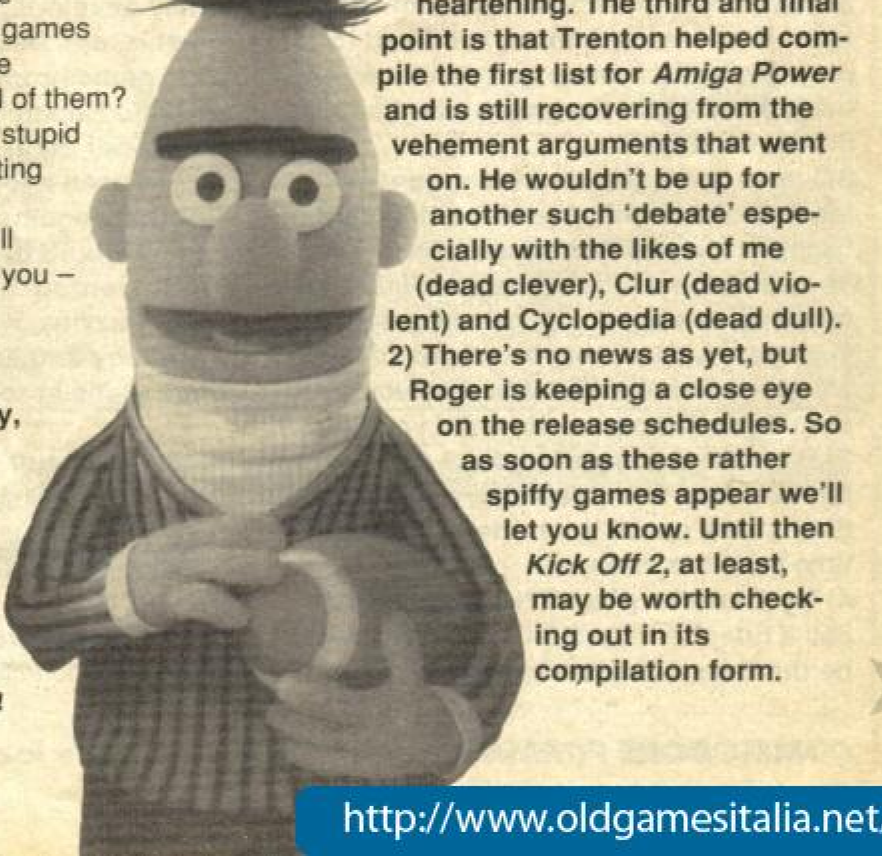
4) How come James writes nearly all the reviews of games?

Dean Skinner, Peckham.

1) A top 100? It sounds good, especially on the C64 – a machine that must have nearly 10 times the amount of games available for it as the Amiga – but there is a good reason why we don't have one.

The list, while valid as *CF*'s all-time great list, would have little other function. Many readers would almost certainly disagree with virtually every single entry, and these objections would be as valid as our reasons for picking these games. Secondly many of the games featured would be either de-listed or very hard to get hold of, and for new C64'ers this could be a tad disheartening. The third and final point is that Trenton helped compile the first list for *Amiga Power* and is still recovering from the vehement arguments that went on. He wouldn't be up for another such 'debate' especially with the likes of me (dead clever), Clur (dead violent) and Cyclopedia (dead dull).

2) There's no news as yet, but Roger is keeping a close eye on the release schedules. So as soon as these rather spiffy games appear we'll let you know. Until then *Kick Off 2*, at least, may be worth checking out in its compilation form.


The 'Hardman' of *Sesame Street*. On-screen softie Ernie was, in fact, a hard-drinkin', hard-living wild man!

3) Just for the record – and for those folks who don't know about these things – a magazine's popularity is measured by its ABC figure. ABC stands for the Audit Bureau of Circulation and they measure how many copies of each mag sell each month. Every six months they publish these figures which stops mags squabbling and are a good idea all round.

Certainly more people are buying Amigas now, but the C64 has had a massive head start on Commodore's new whipper-snapper. To this day the C64 is the best-selling home computer in the history of history. But even supposing that there are an even number of Amiga and C64 owners in the world, I like to think that C64 fans know a quality mag when they read it, hence our ABC is similar to quality Amiga titles like *Amiga Power*. They officially have a mere 100 readers advantage on us per month.
4) James Leach RIG (Rest in *GamesMaster*) wrote almost all of the game reviews for two simple reasons. i) He was a massive games-head who could spot both Corkers and dogs at 20 paces. ii) He could write well and fast, a major bonus when you're producing a monthly magazine. Clur, James' successor, has these attributes too and so will write the majority of the game reviews in the future. Both Trenty and Dave though have been demanding their fair crack at gaming too in recent months so she'll probably let them have a go at a couple of games per month.

TMB

AFRICAN QUEEN

Dear TMB,
1) Do you have a girlfriend. If you do, what is her name?
2) Have you ever been struck by ligh[illegible]?
3) What's your phone number?
4) What's your favourite place and where is it?
Gary Newton, Tyne and Wear.

1) No, not currently. I had a bit of a fling a few millennia ago, but I'd rather not talk about it. To answer your question in the spirit it is intended, though, if I had to pick my 'ideal' human girlfriend it would have been Ingrid Bergman, who I knew in my movie days.
2) I must apologise, but Dave went into eating frenzy over this month's letters and an escaped lump of mayonnaise has obscured the word that begins 'light'. If you mean lightening, no. If you mean lighting yes, I received a nasty bruise just a few weeks ago, when one of those fluorescent strip lights fell on me. How did you know?
3) Brains out-evolved phones many years ago. We now use telepathy, as it is more direct, less prone to interference and peak time calls are cheaper!
4) My favourite place? Now that's what I call a question! On Earth it would have to be the Grand Canyon in Arizona. The scale of the place has to be seen to be believed, while the sheer geological forces that created the great rift are awe-inspiring. It's a wonderful illustration of the raw beauty your planet possesses – it looks a little like home too!

TMB

What a lady! IB struts her stuff in *Casablanca*.

TTMMBB!

Dear truly-tremendous, mega-massive, big-headed brain (in other words TMB),
I have some questions to tease your immense brain power.
1) How many C64s have you got in your office?
2) Can you finish all the games that you review? If not, how can you give them scores when you haven't seen all of the levels?
3) What percentage did *Creatures 2* score?
4) Who in the *Commodore Format* office is the best gamesplayer?
5) Will you print this totally cool letter?
Paul Severn, Nottingham.
PS Here are my top 10 soundtracks:
1) *Yogi Bear and the Greed Monster*
2) *DJ Puff's Volcanic Caper*
3) *Cool Croc Twins*
4) *James Pond 2: Codename RoboCod*
5) *UGH!*
6) *Stuntman Seymour*
7) *Bubble Bobble*
8) *Slicks* (screen menu)
9) *Flimbo's Quest*
10) *MicroProse Soccer*

1) We have four. Three C64s and one 128D. One of the C64s is broken though and waiting to be fixed! Isn't it, Webb? (*Ooops - Ed!*)
2) I could if I had the time, but I haven't. The hume's, though, do their best to get as far into every game as possible, but unfortunately the time constraints of the mag mean that finishing each one remains an ideal. I must say, though, that it isn't always necessary to see all levels of game. After a day or two's play, our reviews squad gets a pretty accurate picture of a game – its merits and flaws, how play develops, the difference between levels, etc. Besides, once they've played the game properly they commonly use an Action Replay to find cheats.
3) 92 per cent, although I think it should have been a lot higher!
4) Once again, it's me! But among the others it would be a toss up between Clur and Trenton. Clur's better at platforms and puzzles, while Trenty is a better at strategy and adventures.
5) But it's at room temperature!?

TMB

PS Great stuff. Keep those soundtrack Top 10s rolling in, folks!

TV TIMES!

Dear TMB,
Why doesn't every C64 owner and *CF* reader write to *Bad Influence*, ITV, 70 Brompton Road, London to suggest that they stop ignoring the Commodore 64. The machine's cheaper than the Sega or Nintendo and the games cost a tenth as much. It's also a real computer not just a toy, so you can write your own games and use it for hundreds of other things besides games.
Michael McMillan, East Grindstead.

Too right! This what we want, massive civil disobedience campaigns, marches on Washington, bus boycotts in Montgomery! Well, maybe things aren't quite *that* serious but they do need sorting. So far *Bad Influence* and *GamesMaster* have both managed to ignore the C64. I believe the reason for this is ignorance of the machine's true abilities and massive user base. They want games that look good and will pull in an audience. With Sega and Nintendo's current level of 'media saturation' consoles may appear to be perfect crowd-pleasers. We know this is not the case, but the only way to convince them is to prove the popular power of the C64. I urge everyone to take a leaf out of Michael's book and write to *Bad Influence* at the above address. While you're at it why not drop *GamesMaster* a line! They can be contacted either through the *GameMaster* Magazine (and our 'insider' James Leach) or at the TV show. The addresses are (Mag) *GamesMaster* 30 Monmouth Street, Bath, Avon BA1 2BW, (TV) *GamesMaster*, PO Box 91, London E14 9GT.

TMB

RAPID FIRE ROUND

Trenton Webb looks like he should be in *Thunderbirds*!
Patrick Veale, Runcorn.
Nah. Thunderbirds STOP disasters not start them!

When is *Chuck Rock* (which you reviewed in *CF27*) *going* to be released?
Anon, Somewhere.
It should be out right now.

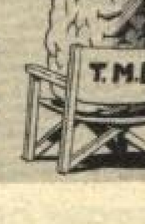
How come that new fellow Jason Finch gets as many pages as you?
Chris Francis.
Because Trenton's trying to bribe him to fix one of our C64s. (See TTMMBB)

How many Commodore dealers are based in the Midlands and where are they?
Michael Norris, Warwickshire.
102. The Midlands.

THE END

Irritated, annoyed or just plain curious? Then drop The Mighty Brain a line expressing your point of view or asking that vital question. Send them to TMB C/O *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Please don't send any SAEs, though, as The Big B can't reply in person.

Oh yeah, before I



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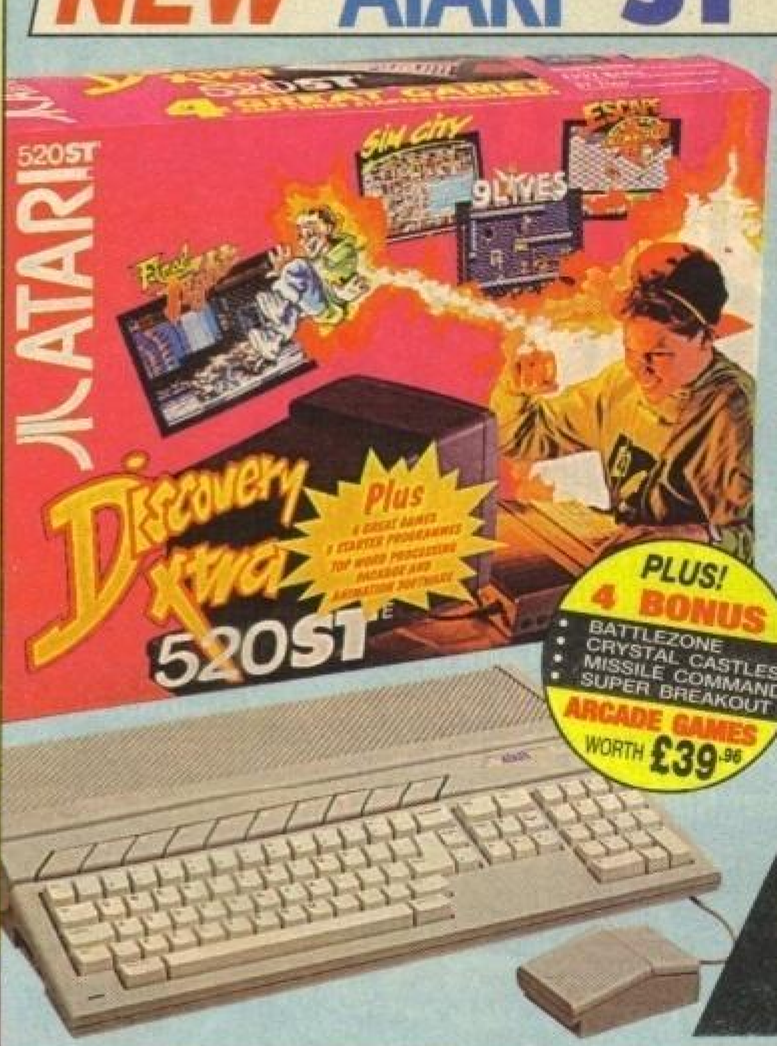

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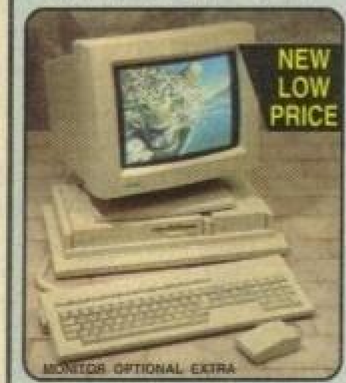

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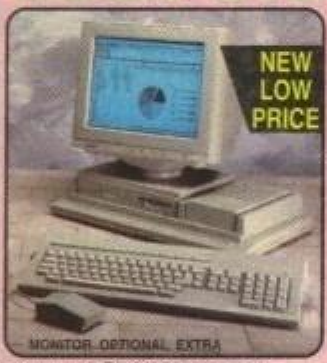

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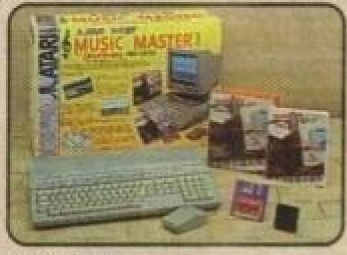

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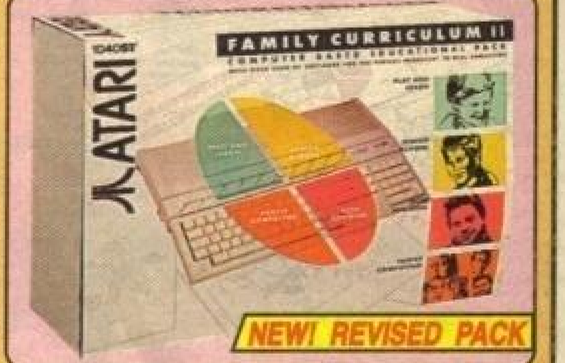

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  - *Super Aleste*
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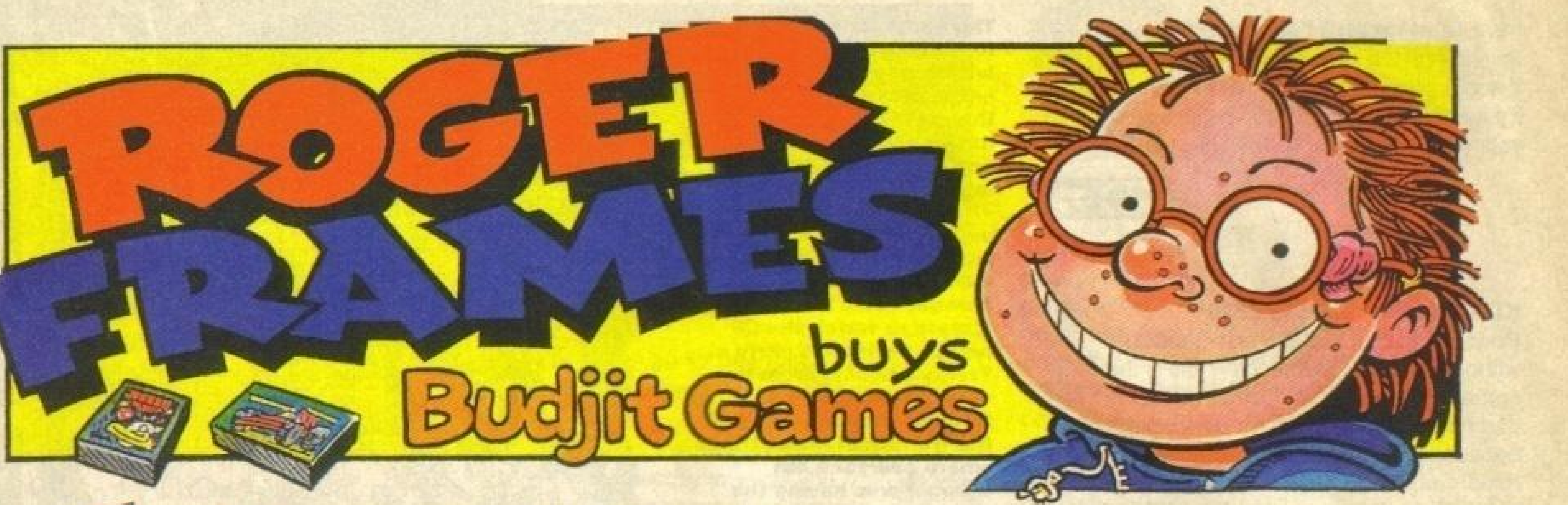
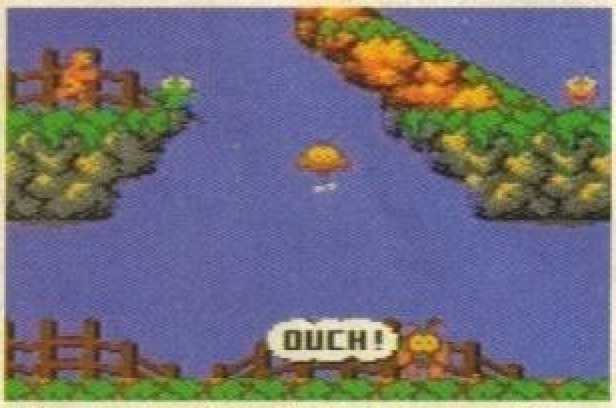
ROGER FRAMES buys Budjit Games



BEST OF BUDJIT

> ***"Oh! But he was a tight-fisted hand at the grindstone, Scrooge! A squeezing, wrenching, grasping, scraping, clutching, covetous old sinner!"***
>
> **Charles Dickens, *A Christmas Carol.***

...In which Roger is shown the error of his ways by three ghostly visitors and decides to give all his games to charity (except his 10 faves from the past year).



Without a doubt the budget release of the year – the original *Creatures*. One of those games that makes to proud to be a 64 owner ('cos no-one else can play it).

CREATURES

HIT SQUAD £3.99 ☎ 061 832 663

Okay, so *CF* might seem to have turned into the Apex fan club just lately, what with the 13-page complete *Creatures 2* solution last issue, and our regular *Mayhem in Monsterland* feature, but there is a perfectly good reason. No, we're not taking backhanders from the Rowlands boys! Even though my old, money-grabbing self might have considered such a thing, Trenton would never allow such an insidious practice to take place. And my new, philanthropic self would find it impossible to even contemplate such a thing. No, the reason we rave is because those Apex lads undeniably come up with goods every time. If you want proof just check out the original *Creatures* – now it's out on budget there's no excuse for not owning it.

It's the ultimate platform blob-'em-up for the 64. Basically you just control the blobby Clyde (the only hero with halitosis) as he wanders around various blobbly levels firing blobby bullets at blobby nasties. You can also collect magic potions that the local witch will mix up to give you special, even blobbier weapons. Sounds simple, but it ain't. What it is, is great fun. Utterly absorbing, in fact. And it looks amazing – definitely some of the best graphics ever seen on an 8-bit. If looks could kill *Creatures* would be a convicted murderer with a 2,000 year jail sentence.

No 64 should be without one.

CF26 94%

'Twas the night before Christmas and Scroger Frames awoke to an unbelievable sight – a ghostly, strangely familiar figure. The rotting corpse spoke: "I am here to warn you to change your miserly ways."

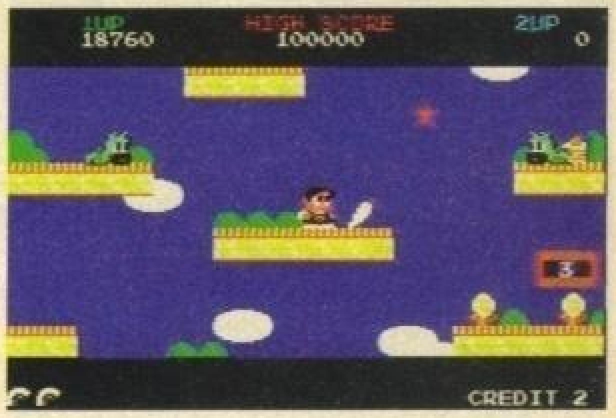
The ghost took an unwilling Scroger by the scruff of his neck and carried him to a Christmas long gone, when Roger was happy to receive a few nuts in his stocking and was not the present-hogging swine he is today.

RAINBOW ISLANDS

HIT SQUAD £3.99 ☎ 061 832 663

Rainbow Islands is so cute, that if you can stand it for more than a few levels you just have to be a girl – either that or the school spanner. Bub and Bob, that odiously cute and incredibly spukesome duo from the greatest ever platform get-out-yer-fairy-liquid-and-blow-'em-up, *Bubble Bobble* (which was actually pretty good despite the cutesy-ness) bound around a multitude of platforms with only their particularly silly rainbow guns to protect them. They splat insects, kill crows and turn spiders into collectable precious jewels.

Veronica was hooked – it took an age to prise the joystick from her vice-like grasp, but at least it kept her from bugging me for a while. Not that I was desperate to play anything so childish, of course (although, it does



Look, don't think I'm going all girly for recommending this, but I reckon that *Rainbow Islands* is really rather good.

have its moments). (*Yes, moments that last a few hours if the amount of time you spent playing it was anything to go by – Ed.*) Okay, I admit it – it's a wrist-wrenchingly good game, just don't let your mates know you've been playing it.

CF19 92%

TURRICAN 2

KIXX £3.99 ☎ 021 625 3388

Pow! Bang! Die, you swines! Genocide without the prison sentence – this is the sort of game that gives computers a bad name, not because it's drivel, but because parents think it's warping your mind. Rubbish. It provides an essential catharsis to the pressures of modern life providing an outlet for anger that would otherwise be released in a burst of actual violence. (*What have you been reading? – Ed.*)

So to vent your pent-up frustration with the real world, boot up *Turican 2* and spread murder and mayhem through the impressively massive levels on offer. As forget-originality-just-grab-your-laser-and-blast-'em-ups go, this is definitely one of the best. There's no plot to speak of, but who needs a story to bog things down when all you really want to do is blast away like a mad thing?

Behind you, there's a huge black wiggly thing! No over there you nitwit, the other way. Aghhhh!!!! Too late, you've been Turricaned!

Set on an incredibly colourful alien planet (*nothing compared to the wonders I have seen – TMB*), *Turrican 2* comes highly recommended, if you all you fancy a bit of gratuitous violence. But don't expect much more than that.

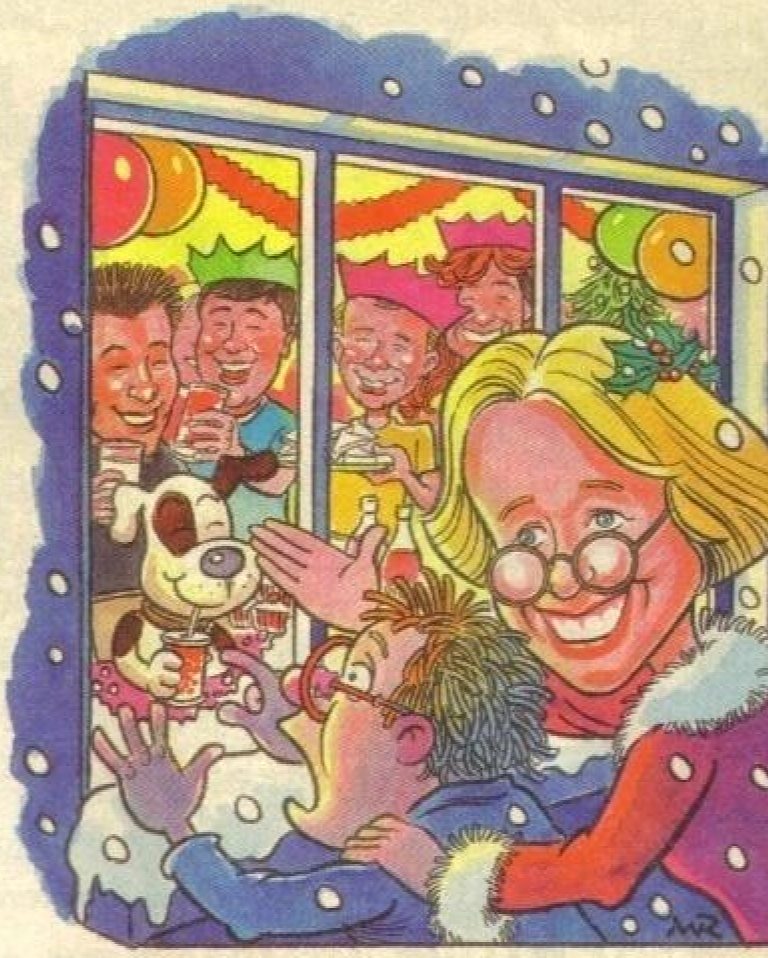
CF21 92%

My mother always told me never to talk to strangers. Especially when they're carrying rather large scythes. And double especially when they look like Ghouls or Ghosts...

The ghost took Scroger back to his bedroom but before he left he warned: "You will be haunted by two more ghosts this night, expect the next as the church bell strikes one." At that Scroger fell into a deep, deep sleep.

The clock struck one and the ghost of Christmas present, a beautiful young woman, appeared. She took Scroger down the snowy streets to watch the *CF* team's Christmas party at Trenty's house. From the cold outside they peered in through the icy window at the warmth of loving friends, where everyone but Scroger was having the time of their lives.

After staring through at Dave stuffing his face with Christmas pud for half an hour and drooling at the thought of all that Yuletide cheer, Scroger begged the beautiful ghost to take him back home before he started blubbing like a girly. He was beginning to crack.



GHOULS 'N' GHOSTS

KIXX £3.99 ☎ 021 625 3388

Forget about getting dressed up in sheets and haunting your neighbour once a year. Get into the real spooky stuff on your 64 with *Ghouls 'n' Ghosts* and scare a kid sister stupid for just £3.99 – what a barg!

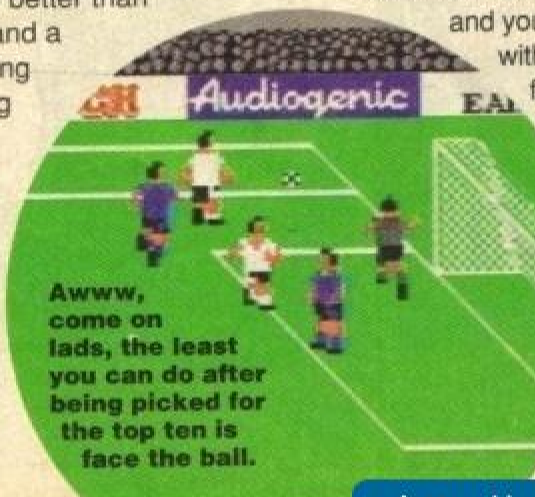
Chilling music and speedy sprites make this a classic bounce-around-and-kill-the-already-dead-'em-up. If you haven't got the dosh handy, be prepared to sell your granny for the four quid to buy the ultimate undead experience. Yep, it even beats going to a Dannii Minogue concert.

CF19 91%

EMLYN HUGHES INTERNATIONAL SOCCER

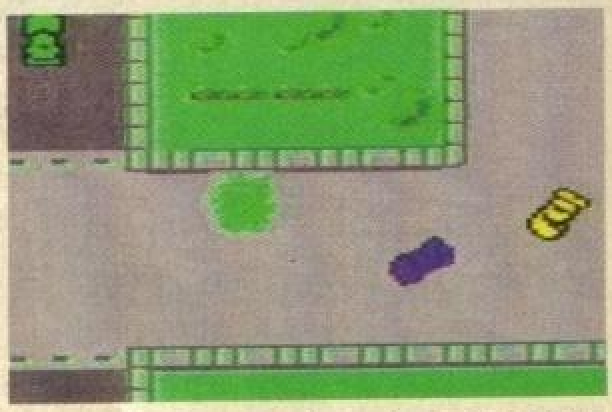
TOUCHDOWN £3.99 ☎ 0268 541 126

No, not a collection of all the totally pointless footie questions Emlyn has been asked on *A Question of Sport*. This is, in fact, my favourite budget kick-a-stuffed-pig's-bladder-'em-up thrill. It's 10 times better than being dressed in shorts and a skimpy T-shirt then running around the school playing fields aimlessly trying to avoid clashes with Slogger Stimson. And 27 times better than suddenly being hit on the head by a ball from nowhere, falling in the frozen mud and never getting picked to be on Gazzer Evans' team again. If *EHIF* (*sounds like a rival to the James Pond fan club to me – Ed*) was a professional footie player it'd be poached by the Italians even if it had a smashed knee. Get it before BSKYB does.



Awww, come on lads, the least you can do after being picked for the top ten is face the ball.

CF23 91%



Get out of my way you turquoise tortoise! You might as well be racing a snail the speed you're moving. Shift or else I'll take you down to Oxfam like I did with *3D Stock Cars*.

SUPER CARS

GBH £3.99 ☎ 0742 753 423

The best of the budget racing games so far. Speedier, groovier, more vicious and basically better than the rest. *Supercars* has you driving very, very fast around 27 circuits forcing the other cars out of your way. The rules are simple – it doesn't matter how you do it, just get there first! Reach the finishing line and you're (quite rightfully)* rewarded with cash to buy nifty little add-ons for the car: turbo boosts, better tyres, even missiles to blast your opponents out of the way. Zoom on with the best put-your-foot-to-the-floor-and-race-'em-up.

CF23 91%

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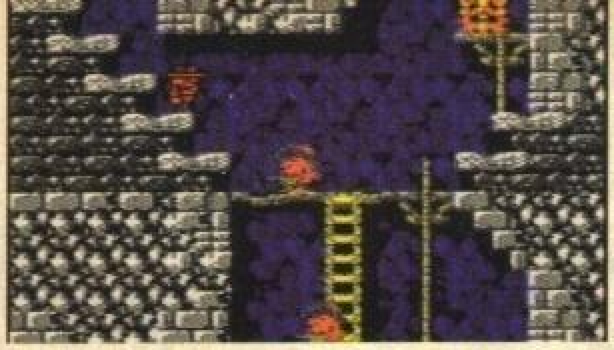
*Those money references are creeping in. I reckon he'll be back to normal by next ish – Ed



RICK DANGEROUS

KIXX £3.99 ☎ 021 625 3388

What a guy! Is there nothing this man will stop at to collect those valuable trinkets? Rick's a bit of a hero if you ask me, risking life and limb for the smell of glory and a pile of expensive ancient artefacts. Oo-er, I can feel my old self taking over again.

Rick is platform-puzzling at its best. I don't know anyone that doesn't fall for him at the first waggle. Even Mum's been known to have a quick bash when I'm at school. Mind you she didn't get very far – after all, she was a girl once, you know.

CF19 90%

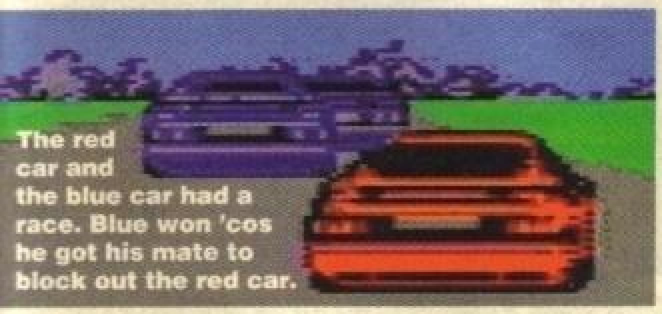
LOTUS ESPRIT TURBO CHALLENGE

GBH £3.99 ☎ 0742 753423

Two-player heaven, that's what this is. If you get lumbered baby-sitting a dorky cousin *Lotus* is sure to keep him quiet and you from whacking him over the head. Though I didn't give it better a mark than *Supercars* this is still a darned good burn-'em-up.

There are various styles of racing games – which one you prefer depends on which controls and views you prefer. In *Lotus* you're behind the car, as opposed to the overhead view in *Supercars*. You pays your money and you takes your choice – a real driving feel or remote controlled models? If you've got the cash, and the economy's looking dodgy, get 'em both before inflation sends the prices rocketing.

CF21 90%

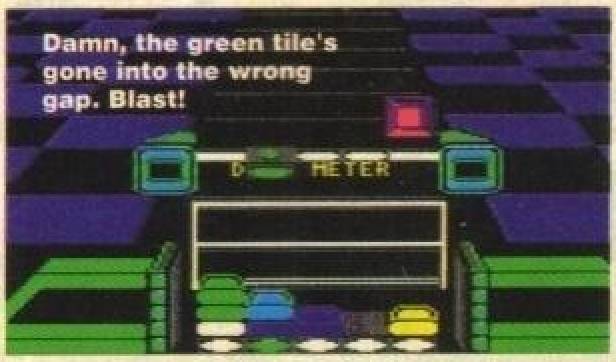


The red car and the blue car had a race. Blue won 'cos he got his mate to block out the red car.

The third ghost had a slight paunch and a booming voice. He escorted Scroger to the *CF* offices where, sat in Scroger's seat, using Scroger's joystick was the most gormless geek Scroger had ever seen. The ghost opened *CF*32 to show Scroger the terrifying future if he didn't change his ways.

Scroger awoke in a cold sweat. Immediately he made a bucketfull of promises to be less of meanie and give all his games to charity. (Well, except 10 – we all need something to do during the Queen's speech.)

Ricky baby. Loves, darlings, angels, we're going to have to do the scene all over again. Take 287...and...action!



Damn, the green tile's gone into the wrong gap. Blast!

KLAX

HIT SQUAD £3.99 ☎ 061 832 663

Makes your brain tired this one. It's pure puzzling – there's no need to avoid nasties, just sort out the piles of coloured bricks rolling speedily towards you – it's vaguely reminiscent of a runaway roller coaster at Blackpool pleasure beach. Except without the screaming kids sticking ice cream up their noses.

The blocks zoom along a conveyor belt to fall into a deep well at the end. Pile the blocks up so the colours match up in a row of three or more to make them implode on the spot and whack up your score at the same time. Totally enjoyable, completely addictive and so fast your eyes might pop. Buy this fab coloured-tile-pile-'em-up before the axial tilt of the world shifts and the resulting magnetic turbulence wipes the data off every cassette in existence.

CF23 90%

TOTAL RECALL

HIT SQUAD £3.99 ☎ 061 832663

I'm sure I've reviewed this before. Or is it just deja vu? The mind can play strange tricks, but one thing I do know is that this is the best platform-based forget-your-previous-existence-'em-up game that has ever gone budget. Every section of the game is playable to the last. It's got just the right level of difficulty to outlast even the toughest terminator (oops, wrong Arnie film).

Buy this one too. In fact buy all of these games, 'cos they're the fabbest, most groovy things in the universe and if you don't the world shortage in cassettes will will mean that all the C64 tapes will be taken of the shop shelves and used for Dannii Minogue cassette singles. (*Aren't you getting just a little bit too alarmist there, Roger? – Ed.*)

CF24 90%

THE VERY WORST OF 1992

There are some great budget bargains, but there are some real dogs, too. And this following lot are the ones you should leave well alone, unless you want to pay £3.99 for a blank tape ('cos that's about all they're good for.)

DIZZY PANIC

CodeMasters

A dismal attempt to keep the egg's name alive with a puzzling *Klax* clone. Make yourself a cheese souffle, you'd have much more fun.

Issue 13 13%

WORLD CRICKET

Zeppelin

Cricket has to be the most tedious game ever. Why make it even more boring?

Issue 24 20%

3D STOCK CARS 2

Challenge

Tiny remote control thingies run around a sad little track. If you bought this you must be very, very stupid indeed.

Issue 16 25%

SKY HIGH STUNTMAN

CodeMasters

The worst attempt to make a shoot-'em-up that little bit different that I have ever had the misfortune to come across.

Issue 13 25%

SOCCER RIVALS

Cult

Sports management games should be drowned at birth. Dull, dull, deadly dull.

Issue 15 31%

VENDETTA

Kixx

A fighting, driving pile of poo. Slow isn't the word for it – you could sell your house inbetween screens.

Issue 20 33%

INDIANA AND THE LAST CRUSADE

Kixx

The slowest, most dull idea for a platform game that has graced my 64's memory.

Issue 15 35%

CROSSFIRE

Atlantis

Not released on its own but as part of the *Four-Game Pack* this deserves a special mention for being the worst game anyone I've ever seen. An appalling shooting gallery thing it's supposed to be based in Chicago, but it looks more like High Wycombe.

Issue 26 UNMARKABLE

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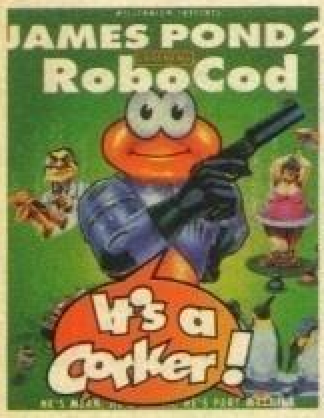

JAMES POND 2: ROBOCOD

Save up to £2!

Millennium

The scaly superspy returns, this time in a new suit of hi-tech armour, to battle with Doctor Maybe in this outstanding platform stormer.

Description	RRP	*CF* Price	Order No.
RoboCod Cass	£11.99	£9.99	CFROBC
RoboCod Disk	£13.99	£13.99	CFROBD

THE ADDAMS FAMILY

Save up to £3!

Ocean

What a film! What a game! What puzzles! What tricks! What traps! What platforms!-*The Addams Family* will keep you glued to your 64 for weeks.

Description	RRP	*CF* Price	Order No
Addams Cass	£10.99	£ 9.99	CM207
Addams Disk	£15.99	£12.99	CM208

FUN SCHOOL 4

Database

Make learning fun with this educational range, designed in line with the National Curriculum.

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5-7 Disk	£16.99	£11.99	CM187
Over 7 Cass	£12.99	£9.99	CM188
Over 7 Disk	£16.99	£11.99	CM189

MINI OFFICE II

Save up to £5!

mini OFFICE II

Database

An integrated word processor, database, spreadsheet, label printer, graphics and communications programs all in one pack! *Mini Office* can turn your C64 into a versatile business machine.

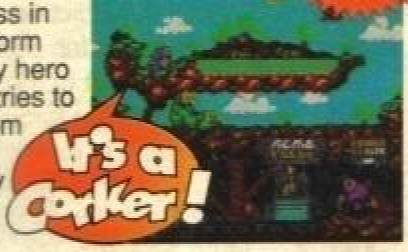
Description	CF Price	Order No
Cass	£13.99	CM201
Disk	£15.99	CM202

CREATURES 2

Save up to £3!

Thalamus

Gorey ghastliness in this superb platform puzzler as Fuzzy hero Clyde Radcliffe tries to save his clan from all manner of gruesome, nasty deaths. You have to have it!



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Creatures 2 Disk	£15.99	£12.99	CFCR2D

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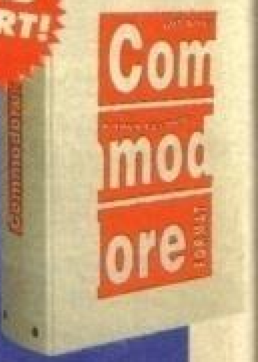

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BACK ISSUES

CF19 Powerpack games: *Attack of the Mutant Camels, Aquablasta, Sheep in Space.* Reviews: *Catalypse, Super Seymour, The Jetsons, Shoe People.*

CF20 Powerpack games: *Mazemania, Ant Attack.* Demos: *Bod the Alien, Catalypse.* Reviews: *Space Crusade, Budokan.*

CF21 Powerpack games: *Ancipital, Southern Belle.* Demos: *The Addams Family, Arnie, Euro Football Champ.* Reviews: *Indy IV, Chuck Rock , The Addams Family.*

CF22 Power-pack games: *Hover Bovver, Agent Orange.* Demos: *James Pond: RoboCod, DJ Puff.* Reviews: *Bug Bomber, James Pond 2, DJ Puff.*

CF23 Powerpack games: *Defenders of the Earth, Johnny Reb 2.* Demos:*Bug Bomber, Nobby the Aardvark, Biff.* Reviews: *Cool Croc Twins, Turbo the Tortoise, Xenomorph.*

CF24 Powerpack game: *Famous Five on a Treasure Island.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Reviews: *Nobby The Aardvark, Ugh!, Elvira 2., Mega Sports.*

CF25 **(£3.25)** Extra tape: *Saracen Paint.* Powerpack game: *John Lowe's Ultimate Darts.* Demos: *Hägar the Horrible, Slicks.* Reviews: *Hook, Match of the Day, Slicks, Frankenstein.*

CF26 Powerpack games: *Cosmic Causeway, Bomber, Twin Tigers.* Demos: *Doc Croc, Stuntman Seymour.* Reviews: *Super All-Stars, Popeye 3, Stuntman Seymour.*

CF26 **(£3.25)** Extra tape: *Loadmaster, The Muncher.* Powerpack games: *Deflektor, Alternative World Games.* Demos: *Sceptre of Baghdad.* Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Pyscho's Soccer Selection, Locomotive* Plus a 13-page Gamebusters special on *Creatures 2.*

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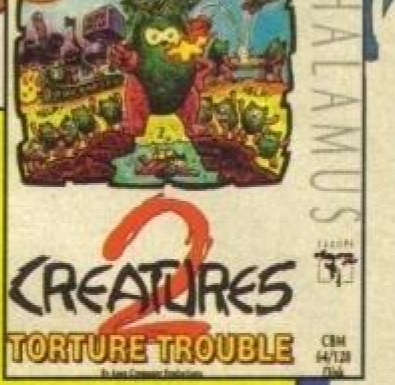

Creatures 2

Thalamus (Cassette)

It's nasty it's bloody, it's sick and your mother would like it if you were Pugsley Addams. There's tons of platform action that takes brainpower as well as razor sharp reflexes to win through in this tale of a fuzzy superhero trying to rescue his clan from a bunch of demons whose hobby is creative torture techniques.

RRP £11.99

It's a Corker!

James Pond 2: RoboCod

Millennium (Cassette)

Worth £12!

He's, mean, he's metal and he might just be the fish to save Christmas as we know it. The evil Doctor Maybe is threatening Santa's toy construction plant, and the suave sub-aqua spy is equipped with new robotic powers to deal with the situation. A huge, action-packed platform stormer.

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Let's make a MONSTER

Month three in the making of Mayhem in Monsterland, and the Apex Boyz, Steve and John (the brains behind Creatures 1 & 2), run into their first real problems. Redesigns ahoy...!

Happy New Year and all that malarkey. Seem odd saying that as we're still in October. Never mind, you'll read about our (bound to be massive) New Year's bash in dull old March (hee, hee).

So what have we done this month? Well, we've had to decide what sort of status panel we want to use in the game – you know, the bit with all the info that you need to know how well (or badly) you're doing. With the playing area taking up the entire screen and scrolling left and right we can't really make the status out of the characters – not only would they take up valuable screen space, but they would also scroll along with the screen. So the status information is going to be built up of sprites (as with both *Creatures* and *Retrograde*).

The first thing to consider is where to put it on the screen. At the top or the bottom? We have to bear in mind that the sprites that will be used for the status will also be used for the bad guys. In other words they can't share the same part of the screen. So if we position the status at the top, no baddies can walk or fly around up there. If we position it at the bottom no baddies can go there either.

In the end we decided to put it at the bottom. Baddies walk on top of platforms, so if we make all the platforms at the bottom of the screen thick enough, we can insert a status strip in this small space (as with *Creatures*).

OMINOUS OCTOBER

WEEK ONE

JOHN I've been coding some of the status-area display routines this week. As the C64 can only display a maximum of eight sprites in any one horizontal strip of the screen, we're slightly limited with the amount of information we can show to the player. The game's playing area is the entire height of the screen, and we want Mayhem to be able to move around in the entire height of the screen as well – which includes the part behind the status area. As Mayhem is two sprites the amount of status sprites we can use is now limited to six. So we have to decide what information is essential to the game. Score and Lives are the obvious ones, but we also want to put in a Star count. Stars are spread throughout Monsterland once Mayhem has transformed it from sad to happy, and Mayhem can pick these up for extra points and lives.

One thing that does look cool is when Mayhem charges at full speed across a series of little slopes, hugging them as he moves up and down

Now we know what is to be included in the status, we have to figure out a way of displaying it which will be easy to read. Don't you just hate playing games that have overly-complicated status panels? Especially if you lose a life because you didn't see the bullet that killed you, as you were too busy searching the status area for some info. We'll put Score on the left, Lives on the right and Stars in the middle. Simple and effective.

STEVE Finally I've finished the game font I started last month. There is, however, a slight problem. When we put the font in the game and printed a few words on screen, we didn't like it. So on to the next character set, which will have a reflection as well. The letters will be made from the same two by two characters, but with an extra two underneath for the ripples. This will use a lot more character set memory, but with luck will be worth it.

The novelty of designing fonts has worn off a teensy bit so it's time to take a break (sounds like a good slogan for a confectionery advert). I'm going to design some level maps using those graphics based on geometric shapes I described last month. I've come across a problem, though. Simply put – I'm running out of graphic space in the landscape designer. The only way to get over this is to kick John's butt so he'll change his map editor to cope with the amount of graphics. We expected this to happen and it will not be the first time I will have to wait for a new editor before I can carry on.

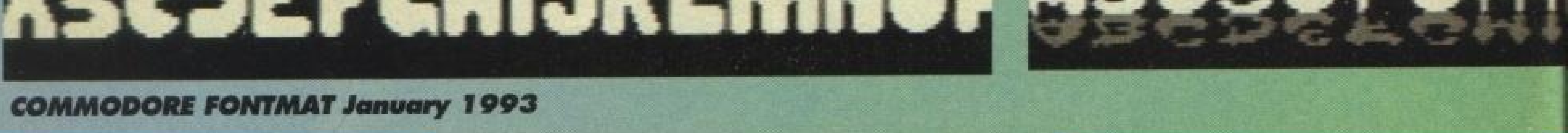
WEEK 2

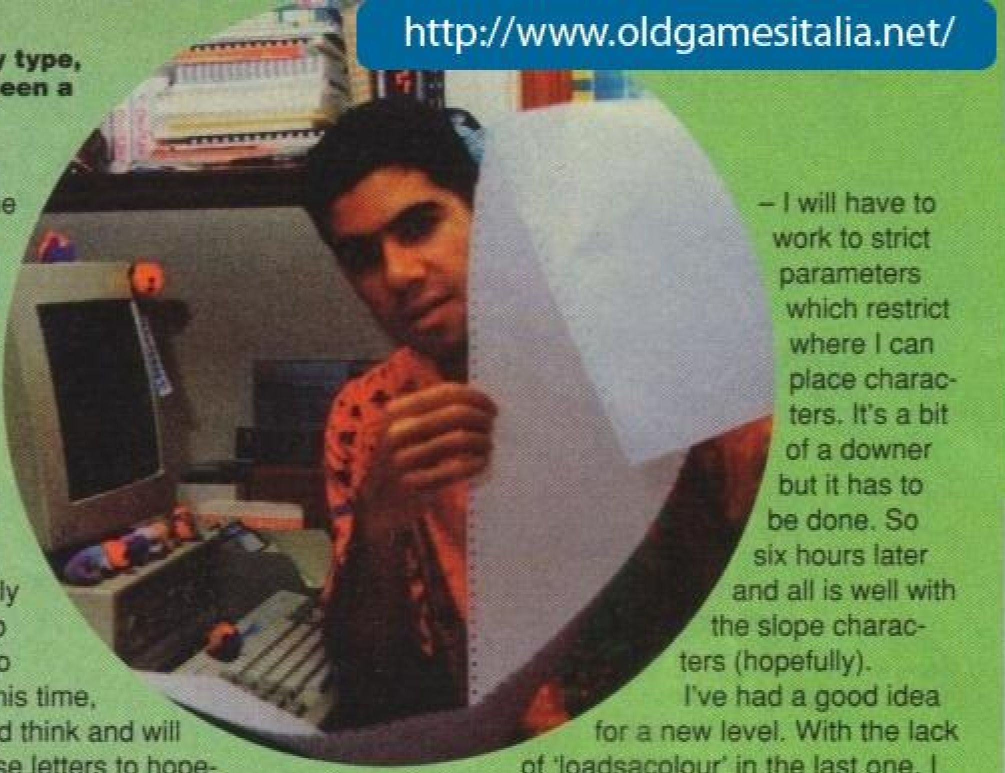
JOHN Andy Roberts came down this week and saw the game for the first time. His first reaction was that it was a little too similar to some console platform games. The three of us sat around and discussed (argued) whether it was or not, ending up with us going out and buying a Super NES to compare games. The decision is that *Mayhem* is NOT too similar, and, in fact, has far more originality.

Anyway, away from the research and back to programming. I've decided (well, Andy talked me into it) that it's time to create a temporary Get Ready screen. This would give me a chance to test our ripple-font idea and let me do some presentation routines (which I haven't done for months). By the end of the week I have a screen of text, complete with reflections ripping away under each letter. It looks okay, but not quite how I imagined. Not that I'm saying it's rubbish (well, not much), it's just not as fabbo-brill as I thought it would be. Boo hoo.

STEVE I now have a suitable map to give John to put in his version of the game. This is the first real look and feel we have had of things to come in *Monsterland*. The map has a few bits of background and some pretty slopes for John

From left to right the various fonts for *Mayhem* in the order they were designed.



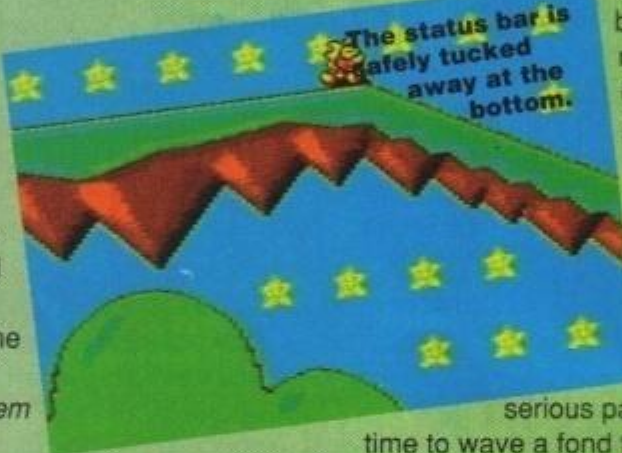


Steve's more the arty type, and this month has been a redesign nightmare.

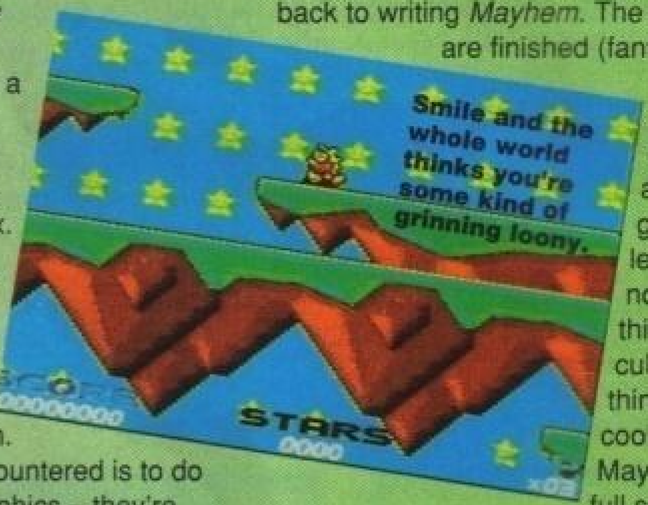
to use in tests when the code is written (which he should start next week), but I think the graphics could be happier. I've already started sketching some smiley flowers.

It took a long time to get the ripple font finished and but we don't think we can really keep it in the game. So guess what? I'll have to design another one. This time, though, I've had a good think and will do the font in lower case letters to hopefully give it a more cute look. In fact, this new one is a tiny bit similar to the *Creatures 2* font.

A day and a half later and all is complete. The new font is voted by a majority decision the one that'll stay in the game (that is, until we change our minds).



The status bar is safely tucked away at the bottom.



Smile and the whole world thinks you're some kind of grinning loony.

WEEK 3

JOHN The next major parts of the game to be coded are all the the slope routines which will enable Mayhem to run up and down the slopes of Monsterland. One of the differences between *Creatures 2* and *Mayhem in Monsterland* is that Clyde moved over a stationary screen at a constant speed whereas Mayhem moves over a sideways-scrolling screen at eight different speeds. So the slope routines in *Mayhem* are going to be a lot more complex. I've decided that I'll complete all the routines for platforms which slope from the bottom left to the top right, then duplicate or modify them for slopes in the opposite direction.

The first problem I've encountered is to do with Steve's design of the graphics – they're useless. Seriously, though, they look fine, but can't be used in their present form. For me to physically move Mayhem up a slope I need to check for special 'control characters'. Each character would have a specific function, but must also look like it's part of the slope. Steve didn't realise this and has gone ahead and designed the slopes so that they look the same, but are built up of the control characters that I'm programming Mayhem to look for. Sorry Steve (chuckle).

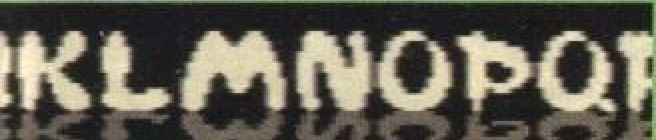
STEVE This is not going to be fun. Re-doing all those slope characters is going to take ages. Thanks, John, for telling me this when I had finished the slopes. This means that I can't just design a nice-looking slope as I normally would – I will have to work to strict parameters which restrict where I can place characters. It's a bit of a downer but it has to be done. So six hours later and all is well with the slope characters (hopefully).

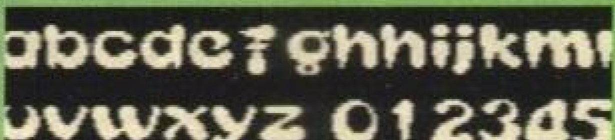
I've had a good idea for a new level. With the lack of 'loadsacolour' in the last one, I decided to brighten things up a smidgen. This land has started off with some well shaded tubes which range from grey to purple to pink and to yellow with jolly spiffy effects (you may get to see them next month). Andy Roberts is still about (we're so blessed, favoured, fortunate, etc) and he has been offering his invaluable (?) assistance with pointers on how to make the graphics look better.

WEEK 4

JOHN Starting the week with a hangover from hell after some serious partying at the weekend it's time to wave a fond farewell to Andy and get back to writing *Mayhem*. The slope routines are finished (fanfare)! Mayhem can walk up and down any slope of any length at any speed. As the game only scrolls left and right (and not up and down) this wasn't too difficult to achieve. One thing that does look cool is when Mayhem charges at full speed across a series of little slopes, hugging them as he moves up and down.

STEVE That was one party to remember (apart fom the bits that seem to have gone blank). Back to work now with more bits on the newly-named Pipeland. I'm adding even more colour to it in the form of rainbow platforms which are not only horizontal but vertical as well. I've also put some nice diamond Chequers in the background which make it look a lot more console-esque. They happen to be in three assorted hi-res colours amongst a plethora of multi-coloured graphics on a full screen scroll. I love these near limitless boundaries (compared to other C64 games) that John can can give me.



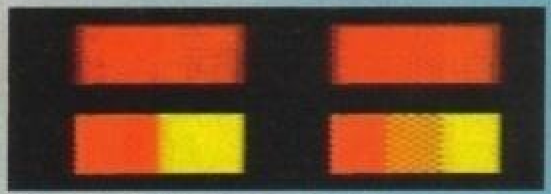


NEXT MONTH

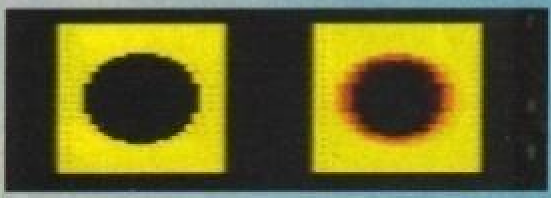
Join us next month when we find Steve skipping merrily towards Pipeland, meeting a few more new monsters along the way, while John is left cautiously playing with *Mayhem* (oo-er).

THE DEF GUIDE TO C64 GRAPHICS

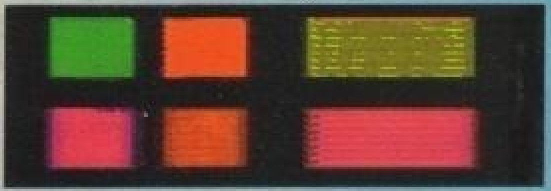
Have any of you ever played a game and thought "I could do better graphics than that"? And then sat down and found it harder than you thought? Well, have no fear 'cos Apex is here. We've compiled a few tips on how to create different styles of shading on your trusty C64. So boot up your graphic editors and read on...



1 When colouring an object using two different colours (one dark and one light), don't just change from one to the other. You can form a better, and more realistic join between the two by blending them. Do this by creating a chequered pattern, and insert it between the two areas of solid colour.



2 If you've designed an object on a contrasting background, (for example, a black ball on a yellow square), the pixels that form the edge of the object become easier to see. This makes it look chunky in definition. To help get over this, use a 'middle' colour, which is brighter than your dark colour but darker than your light one. Use it as an outline, effectively blending the step from the dark to light colours you're using.



3 Have you ever found that 16 colours just aren't enough? Have you ever wanted more? Have you ever found that your dishwasher fades your china plates? Well believe it or not, it's possible to create new ones (colours, that is, not china plates). If you have two colours of equal brightness, you can mix them to create a third colour of equal brightness. To do this, use alternate horizontal lines of the two colours. This can be very effective and is used in *Mayhem in Monsterland* together with the other techniques above.

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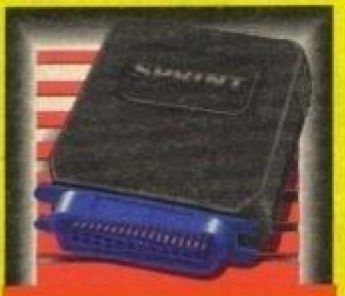

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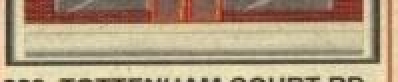

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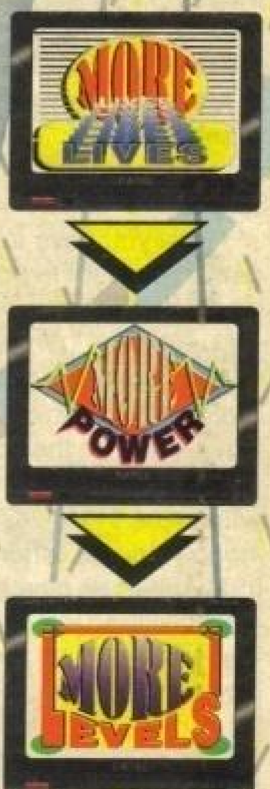

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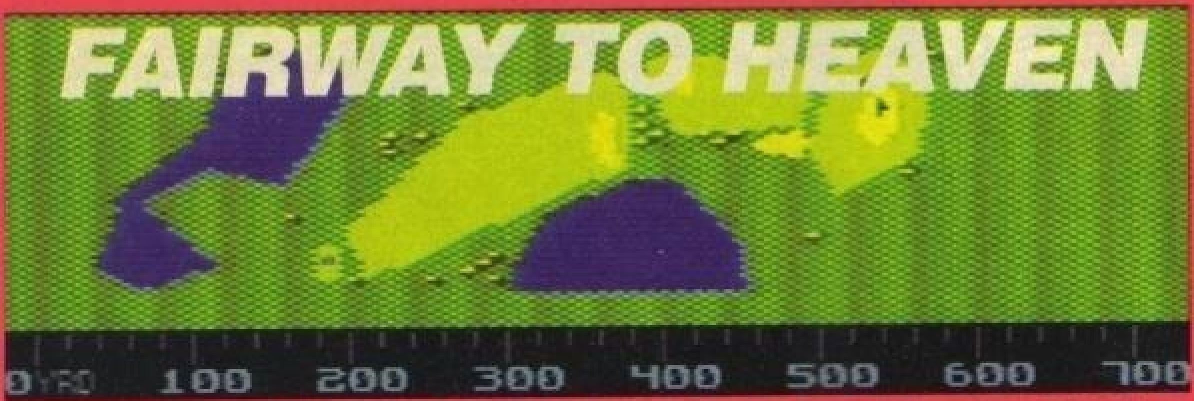
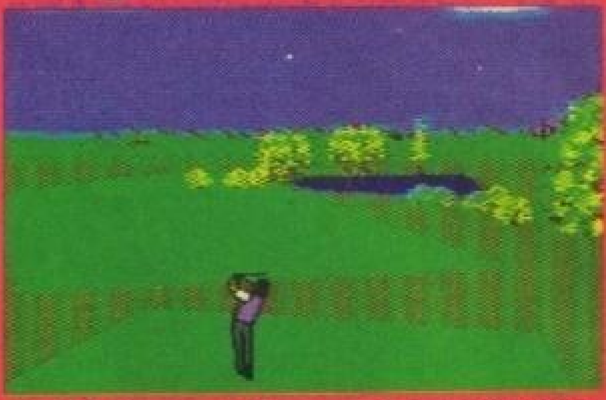


Ever wanted to play a hole at the famous San Martin golf club in South Portugal? Now's your chance as we take you on a guided tour of the first hole, bunkers and all.



First the tee shot, the most important in the whole game. Unfortunately the ball went in the water first time, so this is shot two.

NICK FAL
CHAMP

What's your idea of the perfect round of golf? A battle with the elements on the back nine at the Barrow In Furness corporation pitch and putt or a blisteringly fast C64 golf sim in the comfort of your own room? Clur (County Crazy Golf Champion, Rhyl, 1978) gets her Tarby trousers on and goes where eagles dare – and bogies fear to tread.

Ask yourself what you'd like to see on the perfect golfing sim: smart scenery? *Nick Faldo*'s got it. Good ball control? It's here. Not having to wait an eon between screens? No problem. Lots and lots of play options? But of course, sir. What more could a budding US Open winner ask for, except a pair of ridiculous trousers, a daft name and some of those 'elegant' spiky shoes?

The most stunning aspect of *Nick Faldo* is the speed the game runs at. It's wham, bam, three under par ma'am! Hit a shot, check the map and then you're straight back on the grass – you can just play and go! Somehow the entire course is re-mapped and re-drawn in just a few seconds but with no loss of graphic quality! So while your C64's crunching the calculations, you're working out how to play the next hole.

First you have to decide which type of game you want to play. There's one-, two-, three- and four- (*five, once I caught a fish alive... – Clur*) (*Oh get a grip woman! –Ed*) player strokeplay or two- and four-player matchplay to chose from. Strokeplay's rather like playing on the holiday campsite's crazy golf course, where the winner is the player who takes the fewest shots to clear the wobbly bridge, windmill and weird loopy-the-loop type thing.

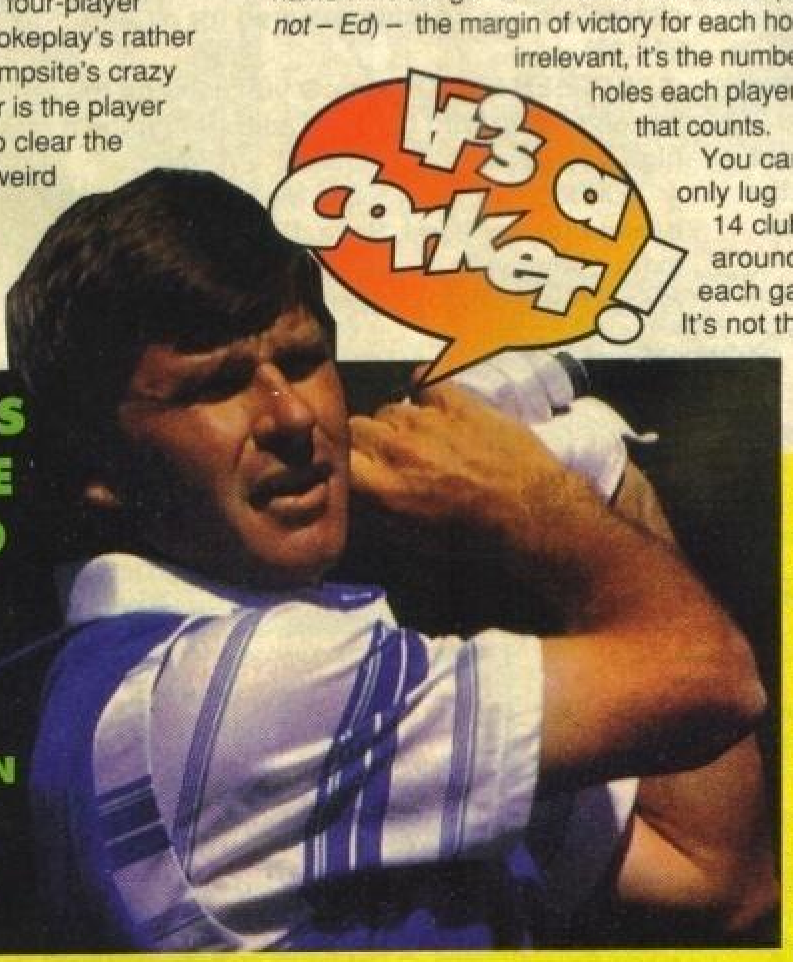
Matchplay is a struggle to 'get down' in the fewest 'strokes'. Or, put more sensibly, where the player with the most holes to their name wins the game. It's rather like tennis (*no, it's not – Ed*) – the margin of victory for each hole is irrelevant, it's the number of holes each player wins that counts.

You can only lug 14 clubs around for each game. It's not that your caddy's a bit of a weed, it's the rules! You have to choose which irons, woods and wedges to take on the fairway before you leave for the first hole. Using a simple selection screen you just highlight clubs you want and stuff 'em in your bag. The skill level required to use each club is displayed next to the name, as is the distance which that particular stick can hit a ball at full whack.

Right, you've chosen your opponent(s), you've got some high quality hitting sticks, now all you really want to do is get out and hit something, hard. So then you namby around with the fire button and, whoops... the ball's hooked right, into a bunker that a Houdini would have trouble escaping.

Each shot must be set up perfectly. You have to take account of everything from the wind speed to altering the position of your feet. There are eight options in the push-up menu, five of which are under your control, while the other three help you control your shot.

Once you're happy with the set-


It's a Corker!

A BEGINNER'S GUIDE TO THE NICETIES AND ETIQUETTES OF ONE'S GOLF CLUB (THAT'S CLUB AS IN CLUB NOT AS IN IRON OR DRIVER)

1 One must never, ever, ever beat one's boss at golf or even hint that one might play better for fear of a P45.

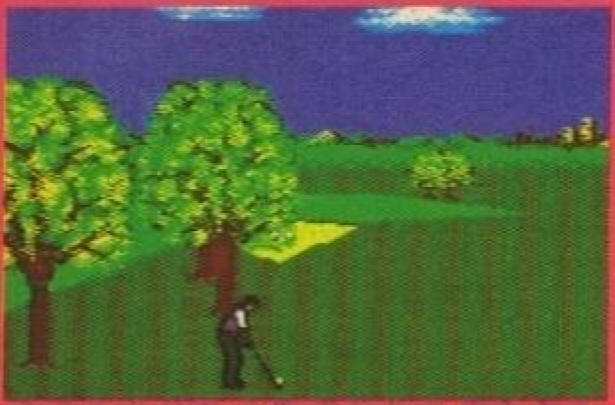
2 One does have to wear the most ridiculous clothing on the fairway — tartan socks, pink plus fours, one clean white glove (M Jackson styley) and, of course, the trés tasteful gold Rolex watch. One does not don one's Adidas shell suit, even if it is a tasteful shade of peach.

3 When one talks about addressing the ball one does not do it with a biro.

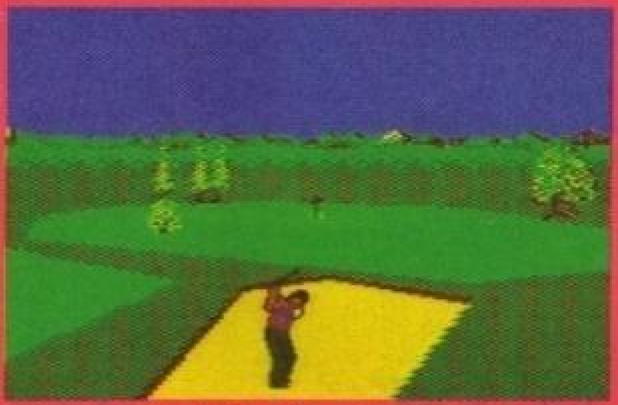
4 One does not take the example of a Pennsylvanian woman who took 166 shots to play one hole. The tee shot went into the nearby river where the ball floated one and a half miles downstream. So she took her husband's boat one and a half miles down river, following the ball to hit it back towards the fairway when it came to its final resting place.

5 To be invited to join a golf club one has to be very fat, very bald or very rich. All three? You're probably already at the 19th hole supping 44-year old Laphroaig.

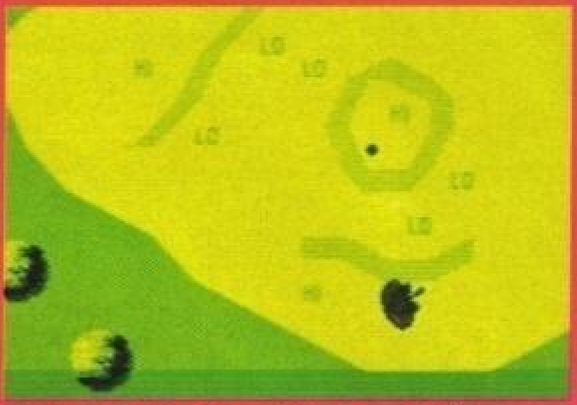
6 And finally a quote from the late, great Herbert George Wells (HG to his mates): "The uglier a man's legs are, the better he plays golf. It's almost a law."



Now for the very difficult behind the oak shot. Here's where your stance comes into play, to curve the ball left around the tree.



Whoops, sliced it badly and ended up in the bunker. What I could do with now is a sand-wedge and a nice cup of Earl Grey.



And we made it – on the green in three, not bad for an amateur. Now all there is left to do is to get the ball in the hole.

OO'S IONSHIP GOLF

up then you can aim and finally start the club swinging. It's a delicate operation, requiring a swift series of precise fire button taps or you'll hook (hit the ball horribly left) or slice (hit it horribly right) the shot. Of course, once you get used to the controls, you can use a slight hook or slice to avoid the occasional gigantic tree, gigantic lake or detective disguised as a bush (?).

Your player's smoothly animated with a perfect swing as he whacks the tiny white ball up into the sky. Now all you have to do is watch that hole-in-one fly – straight into a nearby pond. After fighting along the fairway, battling through bunkers and getting on the green it's time to putt your stuff. Sinking the ball is tougher then it looks, despite the excellent controls. Luckily there are maps to show the high and low points on each green, so the birdies soon start picking off your bogies – or something.

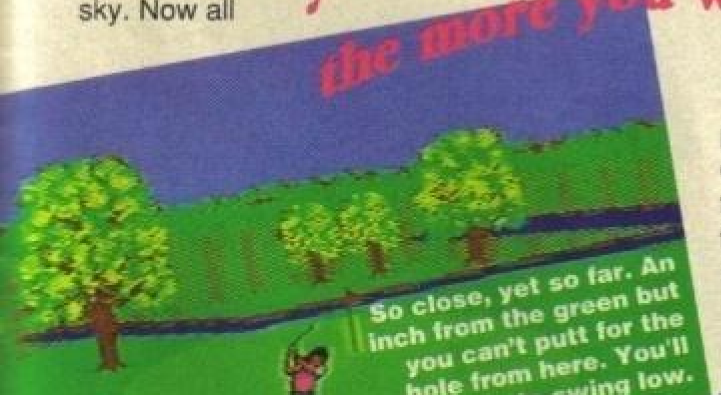
Nick Faldo's Championship Golf gives you all the best aspects of a round at your favourite club, without the walking and grotty weather. Skillful play not luck will get the, as Winston Churchill put it the, "very small ball in the even smaller hole*" (*he wasn't very bright for a Prime Minister, was he? – TMB*). The more you play the better you get. And the better you get the more you want to play. Some people might accuse a golf game of being far too specialised, but that's not true. Anyone, no matter how badly they do at first, will understand and enjoy this game after a few short holes.

If you're too lazy, or too skint, to play the sport of top retired comedians – you know, the ones who aren't actually funny! – then *Nick Faldo's Championship Golf* is a sure-fire winner. It leaves the *Leaderboards* and *Jack Nicklauses* of this world for dead (or floundering at the first at the very least) with its fast, accurate golfing action. So buy it now! Go on. No, don't wait for your next birthday! The game may be a tad on the pricey side but it's well worth every penny.

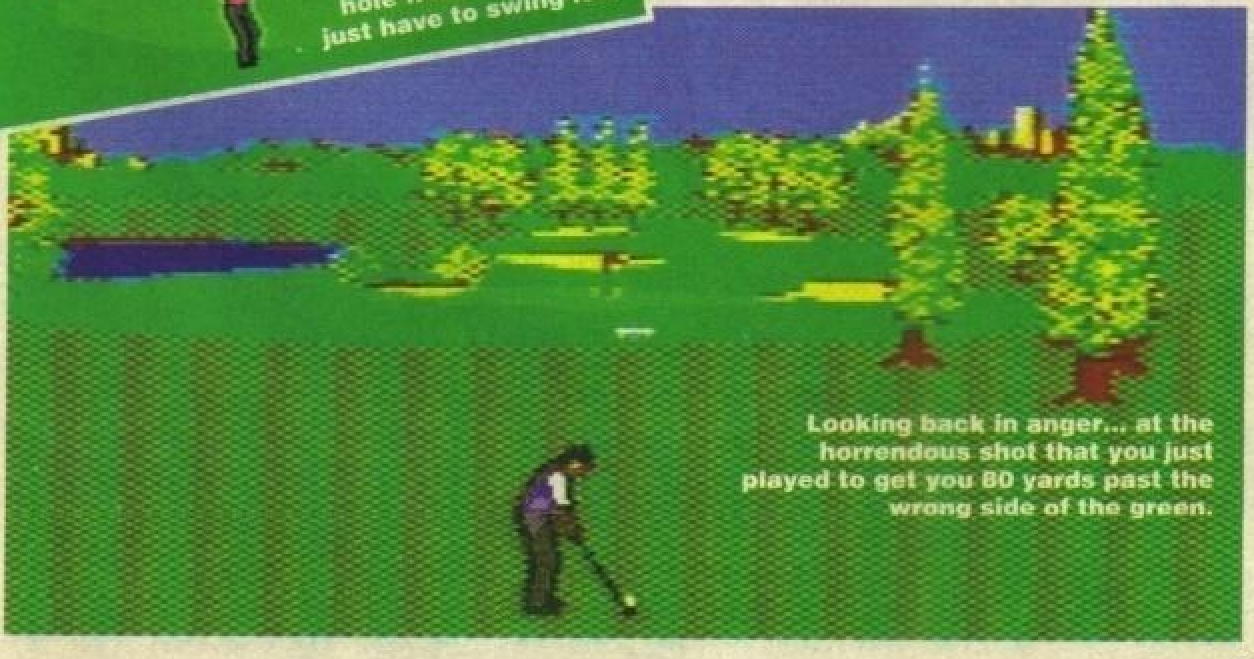
CLUR

> The more you play the better you get. And the better you get the more you want to play.

What a nice man, what a very nice man. Nickie Faldo is such a cutie and rich too. What a nice man. *(Are you after something, Clur?– Ed.)*



So close, yet so far. An inch from the green but you can't putt for the hole from here. You'll just have to swing low.



Looking back in anger... at the horrendous shot that you just played to get you 80 yards past the wrong side of the green.

NICK FALDO'S CHAMPIONSHIP GOLF
GRANDSLAM ☎ 081 680 7044 ● CASS £14.99 ● DISK £24.99 ● OUT NOW

POWER RATING

100
93
80
70
60
50
40
30
20

UPPERS

- Excellent graphics.
- The screens are redrawn very quickly.
- Impressively wide range of play options for each shot.
- Putting feels different from fairway shots.

- A tad expensive for a specialist game.

DOWNERS

---

* This is true! Old Winston actually said this!

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NEW!

GAMES MASTER

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WIN A £2,000 GAMES STATION See page 40

Issue One January 1993

50 PAGES OF HOT NEW RELEASES See page 44

MEGA DRIVE
John Madden '93, Lotus Turbo Challenge, Road Rash 2

SUPER NES
Kick Off, Robocop 3, Wing Commander

AMIGA
Elite 2, Nigel Mansell's World Championship

JAMES POND 3
Amiga, SNES and Mega Drive – exclusive Splash Gordon pictures inside!

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CHOPPER FRENZY!

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PLUS: All the latest news on Neo Geo, PC Engine, Mega CD, Game Boy, Game Gear and Lynx!

9 770967 985009

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CHANNEL FOUR TELEVISION

Inside the first issue you'll find an ENORMOUS and thoroughly splendid double-sided *Desert Strike* poster-calendar. Guaranteed to make even the grimiest bedroom/office/doctor's waiting room a more exciting and informative place to be, it boasts not one but TWO excellent pieces of chopper-related artwork for your edification (or something).

Along with all the news, reviews, previews, celebrity challenges, giant competitions and a particularly diabolical quiz, each issue will sport a truly awesome tips section hosted by the oracle of all gaming knowledge, the GamesMaster himself.

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STOP
OPTIONS - 3 SET-UPS
LEVELS - 8
DIFFICULTY - 3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END
GRAPHICS
SOUNDS
PLAYABILITY
LASTABILITY
AXELAY
GAMES MASTER TIP
OVERALL
JUDGEMENT
80
REVIEWS (SNES)
50
51

Maximum information with minimum fuss. Each month, the newest games for all the major formats will be reviewed by our merciless team, including a host of guest reviewers from the show. More grab-maps, more beginner's tips and more facts.

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We'll be reporting on both official and grey import releases, and giving a full release schedule for the whole of 1993.

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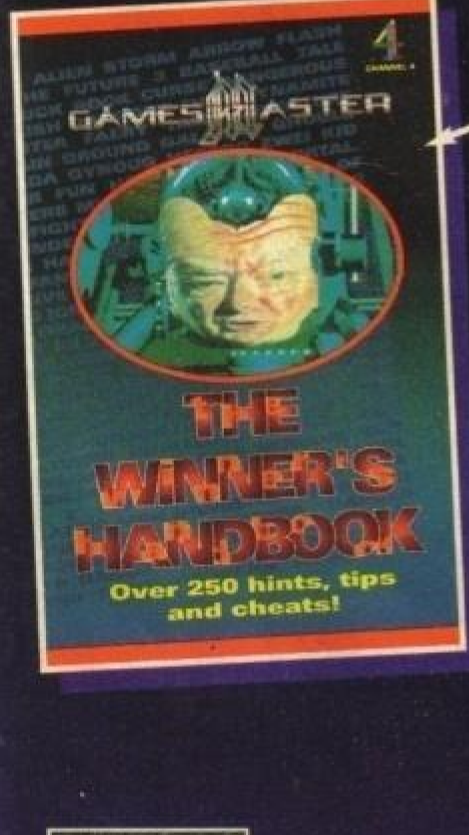
4
CHANNEL 4
GAMESMASTER
THE WINNER'S HANDBOOK
Over 250 hints, tips and cheats!

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FIRST ISSUE IS ON SALE THURSDAY 3RD DECEMBER

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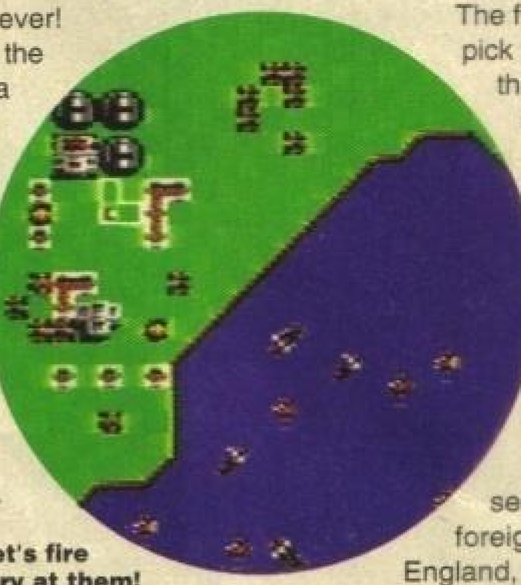
GAMESMASTER

Gadzooks, zounds and other Olde Worlde sayings. An arcade war game? Yup, someone has finally flipped and tried to make tactical battling fun! What kind of fool would want to play such a silly game? Well, erm, Trenton actually!

RAMPART

Medieval, it says on the box, conjuring up images of knights in shining armour doing honourable battle on the Field of the Cloth of Gold. *Rampart* has no truck with this poncing around in tin lark, preferring instead the tried and tested military solution of heavy artillery. Let's face it, if you can't blow it apart then you definitely don't want to fight it with a sword!

Rampart has to be the first strategic wargame arcade conversion ever! Your goal is to 'encourage' all the people in the surrounding area to accept your particular political stance. This is achieved in the true democratic tradition, namely a fight. You start with a castle and some cannons which the enemy tries to destroy by blowing your buildings and weapons to bits. Obviously you get to do the same to him. This 'debate' rages until one of you loses control of your castle. Then the winner is hailed as the conquering hero and the loser gets to meet Mr Executioner (known as Ploppy).



Oh look – little boats! Let's fire some heavy artillery at them!

It's not all killing though, it's just mostly killing. *Rampart* in both one- and two-player mode is a game of three halves (*any more gags like that and fired! – Ed, ah that's me isn't it?*). In one-player mode you have to fend off some sea-borne raiders and in two-player it's a mate's castle.

The first phase of the war is to pick your castle. Dotted around the map are five potential sites for your empire. You try to pick the one which is a) best situated to attack the enemy b) which will offer the greatest potential supply of arms and c) least likely to burst into flames destroying national art treasures.

As soon as you've selected the corner of some foreign land that will be forever England, little blokes build huge walls around your central tower. You're allotted a few cannons and 10 seconds to place them. Once you're set, the mode change bar sweeps down the screen and battle begins. In one-player mode a flotilla of computer controlled ships ning down the screen popping off shots at your palace; in two-player mode the other guy and the computer start having a go. To fire back you just move the target cursor and press the button.

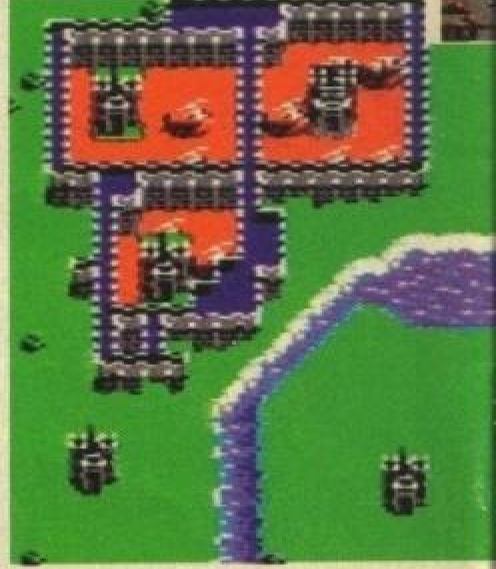
If all your cannons fired simultaneously and the shots hit instantly *Rampart* would be a walk-over, a rout no less. This is not the case. *Rampart* will have you railing at the unfairness of life, the universe and the laws of ballistics. If you think about cannons it becomes clear that they were useless old junk. They took an age to load and the balls were a) very heavy and b) very large.

So, leaping to the defence of reality (and gameplay), *Rampart* only allows each of your cannons to fire one ball at any one time. This forces you to pick your target and allow a lead on each shot – aim a little bit ahead of the target. And these cannon juggling acts aren't made any easier by the strict time limit – each battle only lasts 30 seconds!

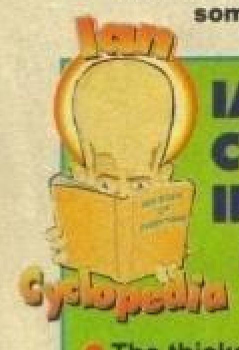
As the timer hits zero the war suddenly stops, as if everyone's become peace-loving hippies. Of course they haven't, this is just the rebuild phase where you repair your castle and expand your empire. In *Pipemania* style, you have to surround your tower with new walls and if you fail then it's game over. The trouble is you have to re-build with randomly generated wall segments. If you have time – once again there's a 30 second limit – you can try to enclose another tower to push up your gun count. After this you re-arm and go at it again.

Rampart could be great, but it's just too tough! The game starts off hard and then ups the difficulty level in BIG steps. In two-player mode it's fine, as human players effectively set their own degree of toughness, but in one-player mode you're always on the sharp end. So while solo play eventually saps your enthusiasm, played against a mate *Rampart*'s a hoot!

TRENTON

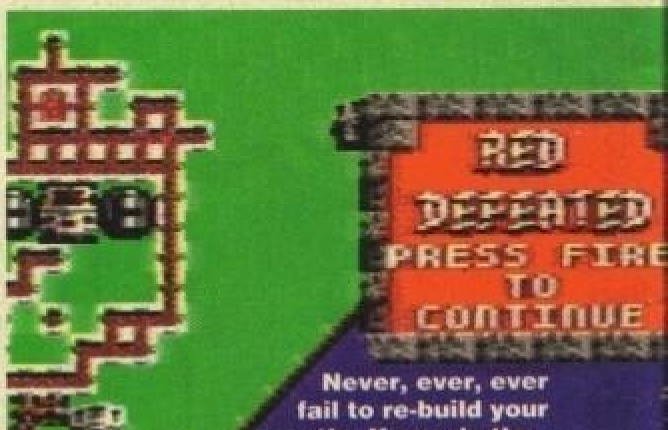


And welcome to round two! With echoes of the Cold War the massive Red Army steamroller is ready to wipe out the decadent Blue forces.

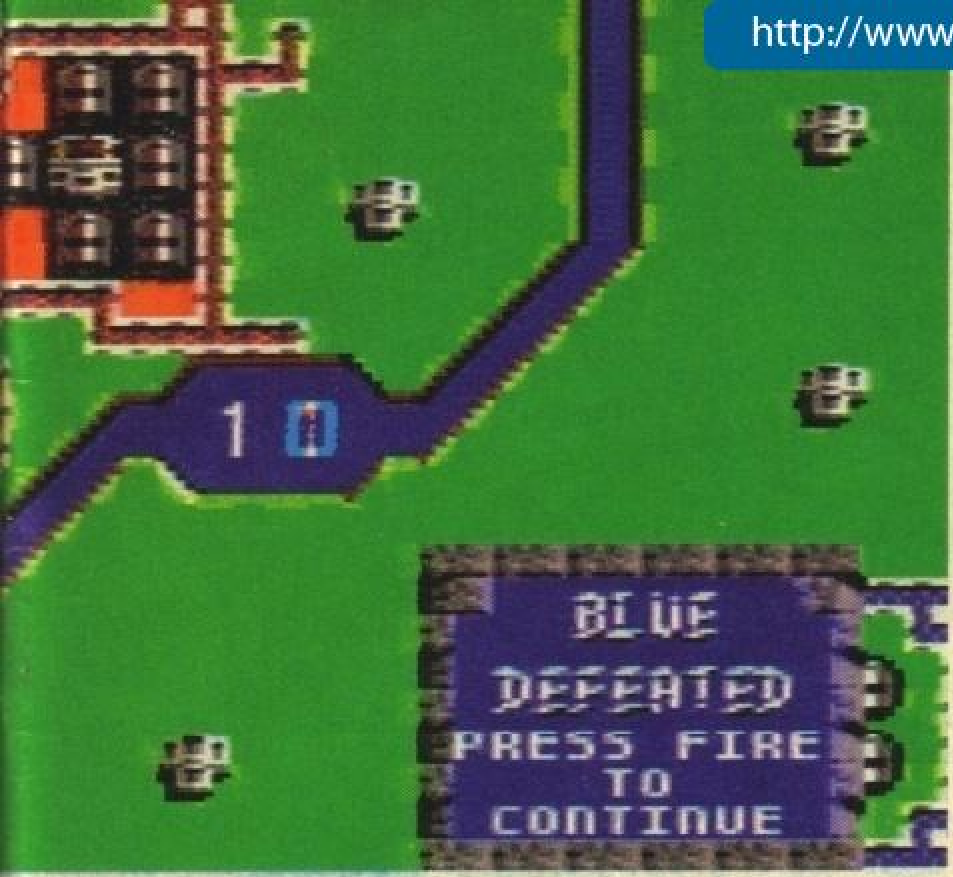


IAN CYCLOPEDIA INVESTIGATES FORTIFICATIONS

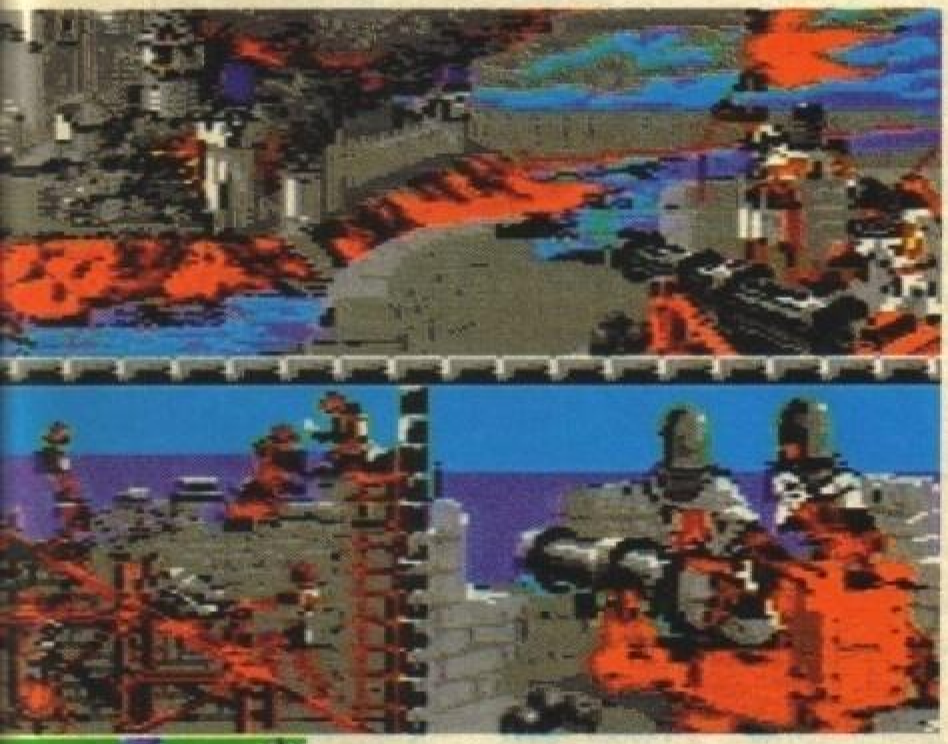
- **The thickest castle walls ever built surrounded the city of Urnammu in Ur (Iraq). They were 27 metres wide! They didn't do much good, though – a marauding bunch of Elamites smashed through them in 2006 BC.**
- **Only seven towns in the UK don't have a thoroughfare named Castle Street, Road or Green!**
- **Beautiful Georgian Bath actually boasts a fake fortress. Sham Castle overlooks the town from the East and was only built to start arguments over why it was built.**
- **The longest and bloodiest siege in history was that of Lenningrad. It lasted from 30th August 1941 to 27th January 1944. Tragically over 1.3 million people died defending their city.**
- **War, huh, what is it good for? Absolutely nothing! Say it again...**



Never, ever, ever fail to re-build your castle. If you do the other team get a free victory – swines! And never trust cowboy builders. Sure they may be cheaper but what about the quality?


1 0
BLUE
DEFEATED
PRESS FIRE
TO
CONTINUE

e more towers, the more cannons. The more cannons the more carnage!



In a sudden spate of activity the two armies build huge cities and develop intricate social structures. Later they blow them up!

RAMPART
DOMARK ☎ 081 780 2222 ● CASS £10.99/DISK £14.99 ● OUT NOW

POWER RATING

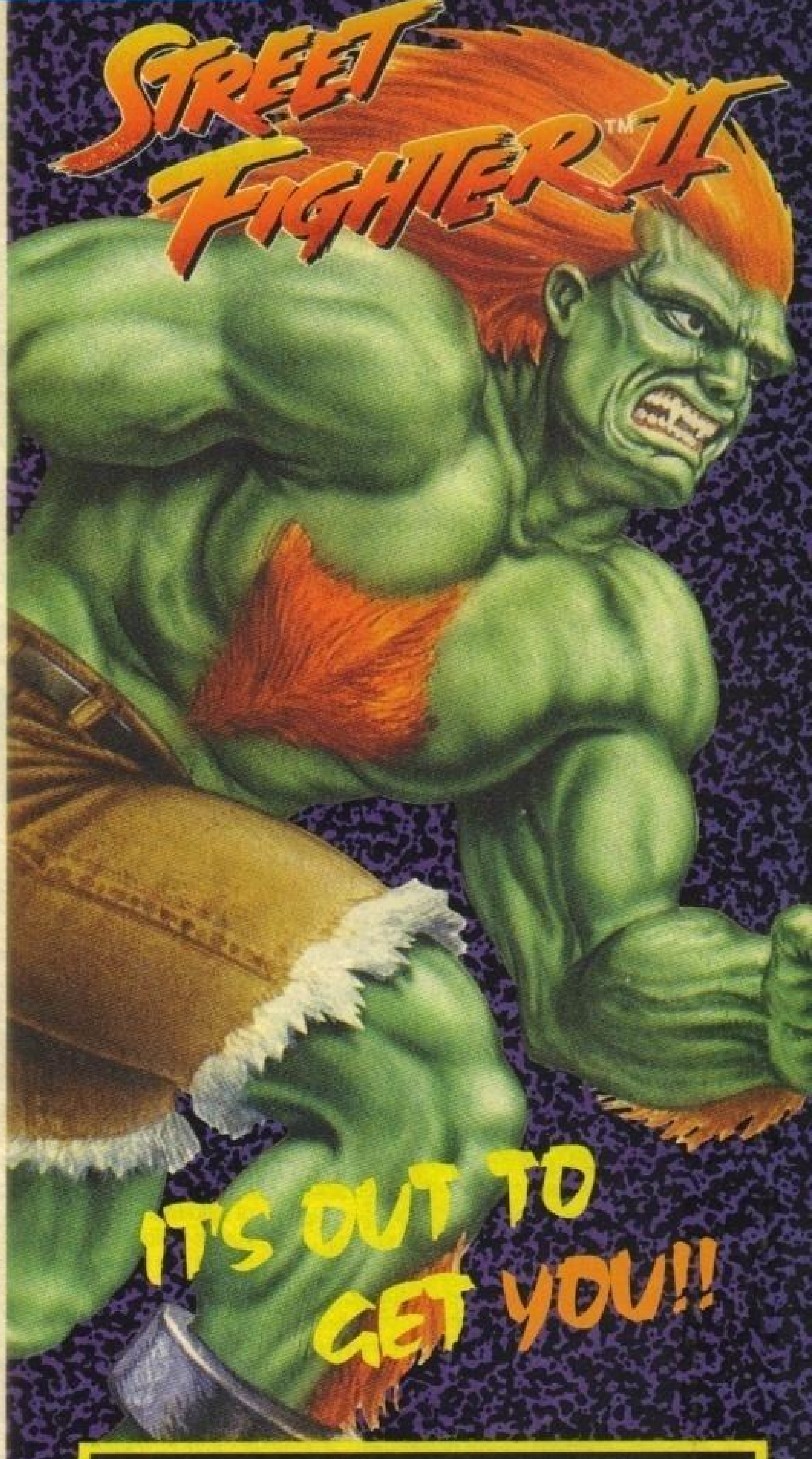
100
90
80
72
60
50
40
30
20

UPPERS

- Neat blend of arcade games styles.
- Effective graphics.
- Gets very, very hectic.
- Encourages excellent nastiness in two-player mode.

- It's too difficult.
- Totally unfathomable scoring system.

DOWNERS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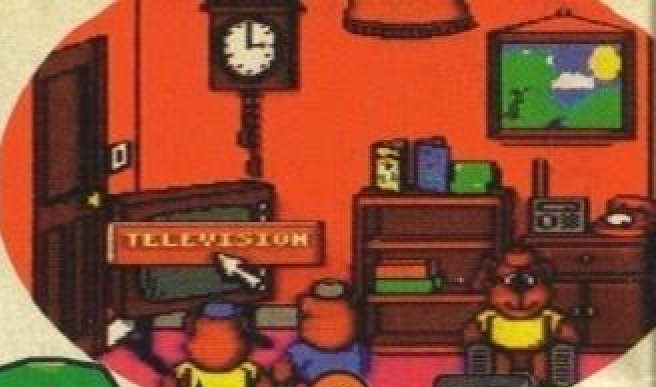
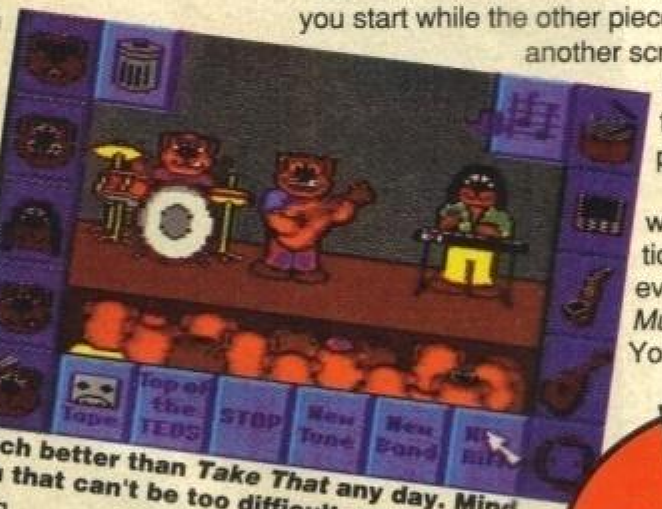


Okay, so there aren't many kids who don't know what a television is but there are a fair few who can't spell it.

FUN SCHOOL SPECIAL: PAINT AND CREATE

Yeeuchhhh, yeeuchhhh and triple yeeuchhhhhh! School is to most people what a rare steak is to a gang of veggies. School dinners, school detentions, school teachers (especially old wrinkly science teachers who wouldn't know a bath if it fell on them) are all phrases that can strike terror into even the most fearless young heart.



Much better than *Take That* any day. Mind you that can't be too difficult, can it?

Still here? You've been very brave indeed to read this far through a review for a package with the word 'school' in the title. You must have a particularly nasty brother with a birthday coming up. If you do, don't – give it to him as a birthday present, that is, because *Paint and Create* is actually rather good and, yes, FUN! The program's all about drawing and using colours and music, it's aimed at primary school kids and is the best-looking *Fun School* I've seen.

The first section is an interactive intro. It's a picture spread over four screens. You move a pointer around the screen using a joystick. When it's over something interesting you press fire and the name of that object appears in big, bold letters. Besides making a child familiar with the words for everyday objects it also helps them get used to using a computer.

The best program on the tape has to be *Make A Monster*. Set on an great-looking red planet, it involves creating your own Bride of Frankenstein. The more horrible the creature gets, the more a little chap in the corner of the screen grimaces. You choose from various body parts and put them anywhere you fancy on your chosen torso. Bellies with mouths and two-headed monsters work really well.

Though *Paint and Create* is very fab without a printer, you'll get much more fun from the package if you have one connected. Both *Card Creator* and *Art Alive* both have printing options; *Creator*, it has to be admitted, is a bit of a waste of time when you can't print out the results. *Art Alive*, a line drawing program, is nothing compared *Advanced Art Studio*, but it does its job without being too complicated for a five-year old to master.

Jigsaw's all about matching colours and shapes. There's one piece on the board when you start while the other pieces are stored on another screen. You toggle between the two to pick up and place the pieces.

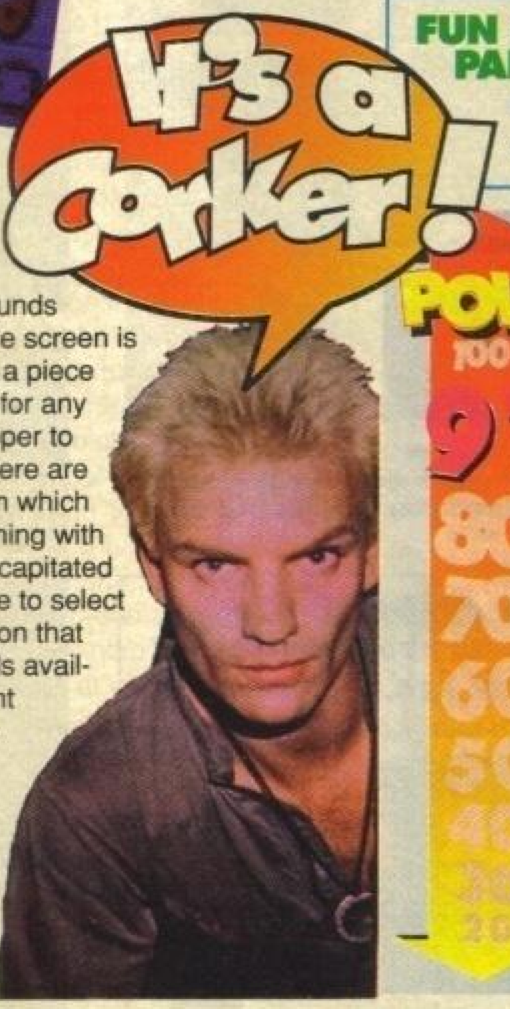
The most whacky educational program I've ever seen must be *Music Maestro*. You're given an empty stage which you can fill with up to three musicians. The way it works sounds a bit complex, but the screen is arranged so that it's a piece of iced marble cake for any young whipper snapper to create top tunes. There are five instruments from which to choose, each coming with its own particular decapitated body. Then you have to select a teddy head to put on that body – the five heads available all have different personalities and so play differently from one another. Each head can play three riffs on each instrument so there are plenty of combinations. Once you're satisfied with your tune you can release it as a single then see how well it does in the charts on the *Top of the Teds* TV program. If that can't keep a hyperactive six-year old quiet for a few minutes I don't know what can.

Paint and Create is the best package I have had the pleasure to be educated by. I feel fully confident to hit the art critics with my interpretation of Dali's melting clocks now. By the way, the *Commodore Format* Tip Toppers made it all the way to the number one spot with *I Could Kill an Egg for Breakfast.*

CLUR

FUN SCHOOL SPECIAL: PAINT AND CREATE

EUROPRESS ☎ 0625 859333
CASS ● £12.99 ● OUT NOW


It's a Corker!

POWER RATING

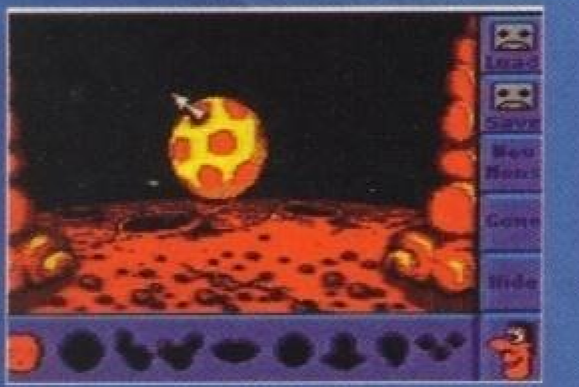
100
91
80
70
60
50
40
30
20

UPPERS

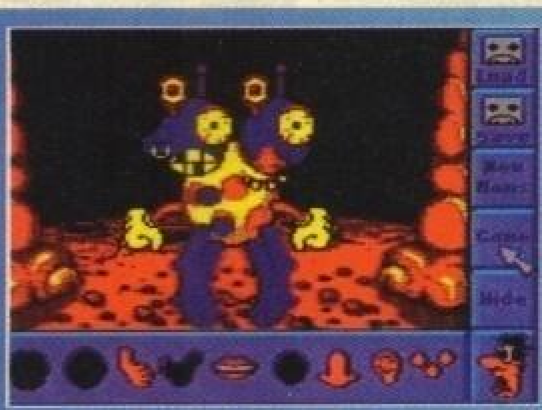
- ● It looks brilliant.
- ● For once the 'fun' in the title isn't an exaggeration.
- ● Dead simple to use – a child could easily be left unsupervised.
- ● It's worth buying for *Make a Monster* alone.

- ● Limited if you haven't got a printer.

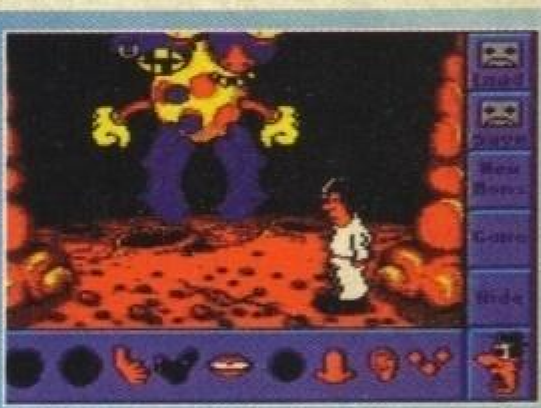
DOWNERS



***Make a Monster*, starting with a yucky torso and add as many bits as you like.**



When you're happy with your monster's fright factor, hide him behind the rocks.



Then jump out in frony of an innocent bystander and scare the pants off him.

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

1
Stage 1
Magic 0
2

Coming soon to your local cinema – *Golden Axe The Movie*. Directed by James Cameron and starring Sly Stallone, it's a sensitive study of mindless slaughter.

2
SCORE 0000
TIME 00

A story of love. A story of dedication. A story of frying people with fiery breath. The oscar-winning *Creatures* is now on rerelease in the special budget cut version.

3
ARMALITE AR.15 RIFLE

The Arnie in *Arnie* is not, in fact, *the* Arnie (well, you can hardly copyright christian names, can you?), so Arnie-alike Dolph Lundgren stars in this action flick.

Keep an eye out out for *S*L*I*C*K*S*, a biting satirical comedy starring Alan Alda based in a Special Library In Cambodia: Keep Silent! unit.

5
UNICORN QUEST

Parts nine to 15 of the horror series *Fun School* (from *Eddie Returns* to *The Final Bad Dream*) have been released together as *The Over 8s.*

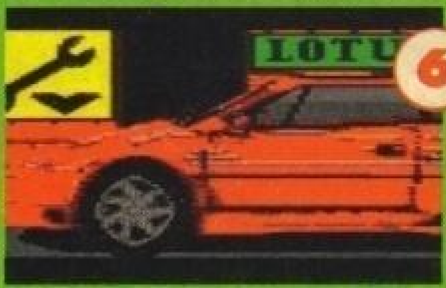
CF'S TOP 80 GAMES

1	GOLDEN AXE	▶	Tronix	£3.99	CF20	89%
2	CREATURES	▲	Kixx	£3.99	CF26	94%
3	ARNIE	▼	Zeppelin	£3.99	CF21	83%
4	SLICKS	▲	CodeMasters	£3.99	CF25	83%
5	FUN SCHOOL 2 OVER 8s	▲	Hit Squad	£3.99	CF27	64%
6	LOTUS TURBO CHALLENGE	▶	GBH	£3.99	CF21	90%
7	GRAEME SOUNESS SOCCER MANAGER	▼	Zeppelin	£3.99	CF24	71%
8	SPELLBOUND DIZZY	▲	CodeMasters	£3.99	CF17	91%
9	RAINBOW ISLANDS	▲	Hit Squad	£3.99	CF19	92%
10	TEST DRIVE 2	▲	Hit Squad	£3.99	CF27	83%

11	Italia 90	Tronix	£3.99
12	Dizzy...Yolk Folk	CodeMasters	£3.99
13	DJ Puff	CodeMasters	£3.99
14	F16 Combat Pilot	Action 16	£3.99
15	Fun School 2 Under 6	Hit Squad	£3.99
16	Dizzy Down Rapids	CodeMasters	£3.99
17	Champ 3D Snooker	Zeppelin	£3.99
18	Monaco Grand Prix	Kixx	£3.99
19	Emlyn Hughes Int Soc	Touchdown	£3.99
20	Super Off Road	Tronix	£3.99
21	RoboCop	Hit Squad	£3.99
22	Match Of The Day	Zeppelin	£10.99
23	G. Souness Int Soc	Zeppelin	£3.99
24	Bubble Dizzy	CodeMasters	£3.99
25	Toki	Ocean	£14.99
26	Bubble Bobble	Hit Squad	£3.99
27	Fun School 2 6-8	Hit Squad	£3.99
28	James Pond 2	Millennium	£11.99
29	Creatures 2	Thalamus	£10.99
30	Manchester Utd	GBH	£3.99
31	WWF Wrestlemania	Ocean	£10.99
32	Magic Land Dizzy	CodeMasters	£3.99
33	New Zealand Story	Hit Squad	£3.99
34	Olympiad Collection	Microvalue	£3.99
35	Jack Nicklaus Golf	Hit Squad	£3.99
36	Treble Champions	E&J	£3.99
37	SEUCK	GBH	£4.99
38	Quattro Megastars	CodeMasters	£3.99
39	Combat Pack 3	Zeppelin	£3.99
40	The Addams Family	Ocean	£10.99
41	Microprose Soccer	Kixx	£3.99
42	Multi-Player Soccer	Cult	£3.99
43	Total Recall	Hit Squad	£3.99
44	SCI	Ocean	£19.99
45	Multimixx 1 Golf	Kixx	£4.99
46	World Champ Boxing	GBH	£3.99
47	RoboCop 3	Ocean	£14.99
48	Dizzy's Ex Adventures	CodeMasters	£9.99
49	Seymour Stuntman	CodeMasters	£3.99
50	Viz	Tronix	£4.99
51	Italy 1990	Kixx	£3.99
52	Go For Gold	Kixx	£3.99
53	Big Box 2	Beau Jolly	£16.99
54	Internat Ice Hockey	Zeppelin	£3.99
55	Space Crusade	Gremlin	£10.99
56	Bod Squad	Zeppelin	£3.99
57	Pro Tennis Tour	Hit Squad	£3.99
58	Blues Brothers	Titus	£15.99
59	Seymour GT Hollywood	CodeMasters	£3.99
60	Ultimate Golf	GBH	£4.99
61	World Cricket	Zeppelin	£3.99
62	Turrican 2	Kixx	£3.99
63	Battle Command	Ocean	£14.99
64	Gunship	Kixx	£3.99
65	Pictionary	Hit Squad	£3.99
66	Summer Camp	Kixx	£3.99
67	International 3D Tennis	GBH	£3.99
68	Slightly Magic	Codemasters	£3.99
69	Captain Dynamo	CodeMasters	£3.99
70	Champ Wrestling	Kixx	£3.99
71	Chase HQ	Hit Squad	£3.99
72	Hit Pack 1	Zeppelin	£3.99
73	Ghouls 'n' Ghosts	Kixx	£3.99
74	4 Quattro Fighters	Codemasters	£3.99
75	Dizzy Collection	CodeMasters	£9.99
76	Frankenstein	Zeppelin	£3.99
77	RoboCop 2	Ocean	£19.99
78	The Simpsons	Ocean	£10.99
79	Trevor Brooking	E&J	£3.99
80	Wonderboy	Hit Squad	£3.99

THE KEY

GOING UP ▲
GOING DOWN ▼
NEW ENTRY NEW
STANDING STILL ▶



MacCaulay Culkin stars in *Lotus Turbo Challenge* a coming-of-age film in which his aged mentor, Bruce Willis, teaches him the art of jet-propelled yoga.

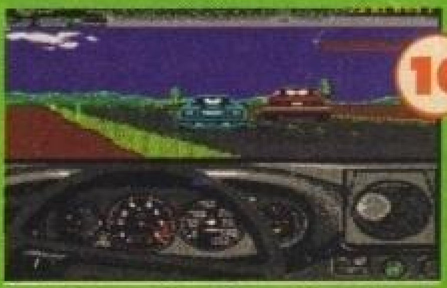
This Ken Russell biopic of Graeme Souness, the legendary football manager, ran into trouble with the censors because of the nude post-match team bath scene.

8
A STRANGE WORLD!

Telly Savalis *is* Dizzy. You'll believe a man can perform somersaults in boxing gloves in this special effects bonanza from Steven Speilberg.

9
10730
100000
2UP
CREDIT 3

After the success of *Beauty and the Beast* Disney's next classic adaptation is *Rainbow Islands*, with Bill and Ted supplying the voices of Bub and Bob.



In this sequel to the original hilarious *Test Drive*, Steve Martin once again dons the pink crash helmet and tries to teach John Candy how to put his seat belt on.

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PS: Get well soon Trent's mum.

ABC 60,045 Jan-Jun '92
Member of the Audit Bureau of Circulations

NEXT MONTH

Ian
Cyclopedia

THE IAN CYCLOPEDIA ALMANAC FOR 1993

Here are some predictions for the coming year, though I wouldn't recommend going down the bookies with them.

JANUARY – *CF* changes on sale date – debate in Commons.
FEBRUARY – Roger Frames SENDS Valentine's card!
MARCH – The *CF* crew receive record pay rise (*Ha! – Jane*).
APRIL – TMB FOOLED!
MAY – Bristol Rovers easily escape relegation to the second division.
JUNE – Elvis Presly is discovered in the House of Lords.
JULY – Chancellor Norman Lamont is discovered in Graceland.
AUGUST – Trenton gets 'guest appearance' on *Crimewatch.*
SEPTEMBER – Trenton spotted in Leominster by *Crimewatch* viewer.
OCTOBER – Trenton discusses the matter with the police.
NOVEMBER – Trenton... (*the crime wasn't murder was it? – Ed*)
DECEMBER – A White Christmas (maybe)!

GAMEGATE – THE FULL TRUTH

In the most fiendish alliance since the Japanese threw their in lot with the mad Austrian, games are conspiring to take over *Commodore Format.* The full impact of this diabolical scheme can be seen in *CF*29!

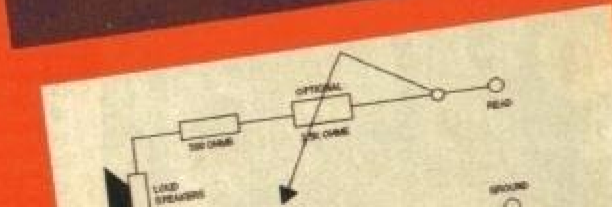
The mastermind of this gameplay takeover is *Streetfighter 2* – the kind of arcade conversion that folk fight to play! Adding their weight to this fifth column action are last year's Christmas superstars the WWF brigade – only this time it's double trouble, because they're in tag team mode. Their plan of attack is cunningly called *European Rampage*, so Mr Delors – it is 1993 after all – had better watch out.

If their terrifying plans come to fruition then our reviews force will not only have to cope with these ferocious attacks but also a showdown with *Lethal Weapon* and *Dalek Attack.* Both are fearsome opponents, but as a twosome they look anything but gruesome.

Can our C64s survive such a bashing? Will the games be good enough to send our cynical defences flying? Will the demo of *Streetfighter 2* be strong enough to send our critical faculties into disarray? Round one of the great games rumble is out on 26th January 1993. Be ready, but be prepared – Watch the shelves!

MAKE THAT CONNECTION

Some of you were a bit confused about the diagram we printed in issue 25 showing you how to connect your datassette to a loudspeaker. So here it is again with a few more details which should make things clearer. Thanks to Bones for supplying it.



DARN IT, I KEEP WRITING '92

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the February issue, on sale from Tuesday 26th January 1993. Top of the morning to ye.

MY NAME____________________________

MY ADDRESS_________________________

____

____

A new year is always confusing, as you spend ages writing the wrong date on everything. Well to make life even more 'interesting' *CF* will be out a week later than usual, on the 26th January. So the easiest way to ensure that you get hold of a copy is to fill out the coupon (left) and hand it to your favourite newsagent (behind the counter).

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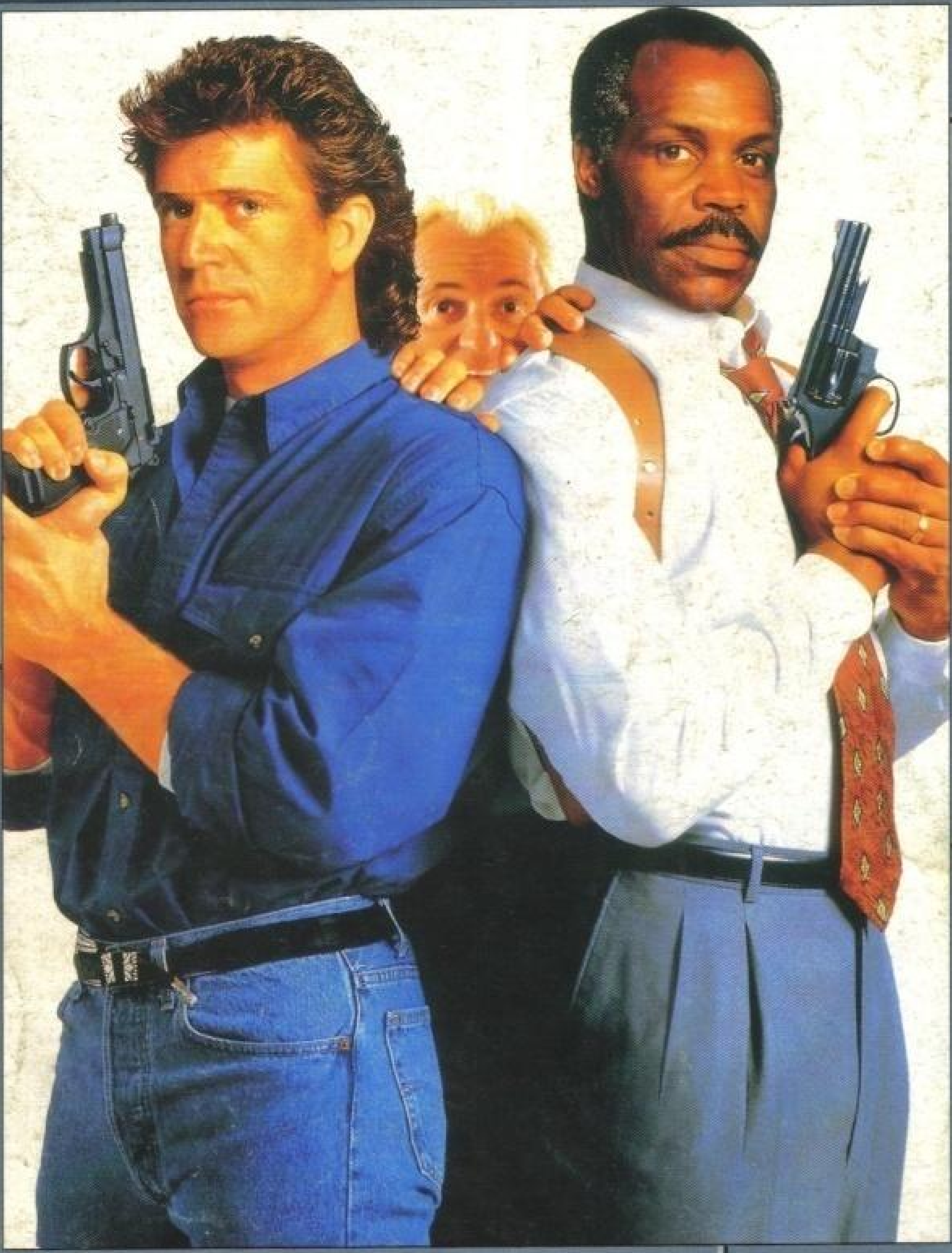

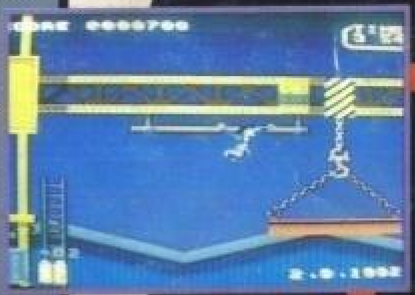

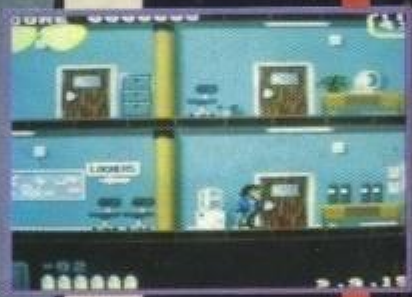

TWO COPS - BOTH LETHAL

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